FEAR STALKS THE SAVAGE SNOWY WASTES!

ACHTUNG! Cthulhu®

MISSION

OPERATION SNOWSTORM

MODIPHIUS® ENTERTAINMENT

2d20™

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Mission

Operation Snowstorm

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Mission

Operation Snowstorm

Synopsis

Operation Snowstorm details a reconnaissance mission gone wrong, when a small squad of Majestic agents are dispatched to a remote agency research facility hidden in the slopes of Hubris Peak in British Colombia. What is believed to be a by-the-books operation rapidly escalates into a desperate fight for survival amidst brutal weather conditions, corrupted allies and imperceptible threats as the agents battle a recently unearthed evil.

Act One of *Operation Snowstorm* begins with the agents receiving orders to investigate Outpost Epsilon-3, a research post established in British Colombia, which has gone radio silent for the last week. Delivered to the nearby town of Dunley, they find their task made more difficult by a dangerous blizzard that has set in over the area. They will need to survive both the blizzard and the frenzied wildlife that lurks within it to reach their goal.

The second act begins as the agents explore the outpost, where a mysterious frenzy has gripped the Majestic operatives stationed there. This leads them on to trying to save any survivors and recover what research remains and culminates in a discovery that brings them into contact with the Pathfinder Demon Hunters.

The final act brings the agents and their new Pathfinder allies to a recently unearthed dig-site where they must fight their way deep within forgotten ruins to seal away a threat far older than the war. The team must keep moving, constantly pushing forward to avoid being overrun, with only the bravest likely to succeed.

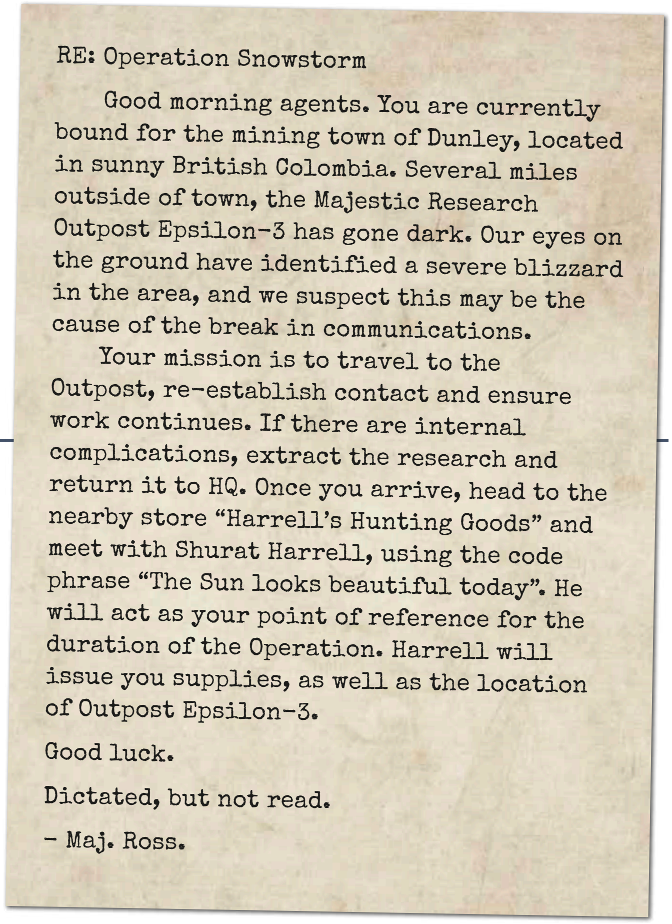
Operation Snowstorm can be set at anytime after the US enters the war but is best played late on, when tensions were at their highest, but can easily be inserted into any campaign or as a one shot. *Operation Snowstorm* focuses mainly on Majestic operatives and allows the players to encounter Pathfinder Demon Hunters and is designed for mid-level play by a group of experienced agents. This scenario is quite deadly, by design, so players may not wish to risk their main agents on this endeavour!

Mission Briefing & Goals

Whether by sealed order, encoded signal or a plain letter, your agents have been summoned to North America, bundled onto a small train loaded with mining equipment and sent on their merry way. Inside their private compartment your agents find a fresh selection of manilla envelopes on the table with their names on. Inside each is a typed letter (opposite).

Accompanying the letter, the agents will find a heavily redacted dossier on Outpost Epsilon-3, containing photos of the Outpost itself, a dull grey building surrounded by a low wall and watch-posts, notes on current research, of which only 1 in every 10 words are visible, plus some

HANDOUT: TYPED LETTER



RE: Operation Snowstorm

Good morning agents. You are currently bound for the mining town of Dunley, located in sunny British Colombia. Several miles outside of town, the Majestic Research Outpost Epsilon-3 has gone dark. Our eyes on the ground have identified a severe blizzard in the area, and we suspect this may be the cause of the break in communications.

Your mission is to travel to the Outpost, re-establish contact and ensure work continues. If there are internal complications, extract the research and return it to HQ. Once you arrive, head to the nearby store “Harrell’s Hunting Goods” and meet with Shurat Harrell, using the code phrase “The Sun looks beautiful today”. He will act as your point of reference for the duration of the Operation. Harrell will issue you supplies, as well as the location of Outpost Epsilon-3.

Good luck.

Dictated, but not read.

– Maj. Ross.

heavily obscured pictures of research staff. Alongside the various envelopes lie sets of Winter Fatigues cold weather clothing, one per agent.

Shortly after, the train slowly rolls into Dunley and the agents are free to exit.

The Gamemaster begins this mission with 2 points of Threat for each Player Character in the group.

Winter Fatigues

Winter Fatigues are a piece of worn equipment. When donned they reduce the difficulty of any skill test to resist the effects of extreme cold weather by 1. Winter Fatigues can be worn over other light clothing but count as a minor item when worn in this way. If the Winter Fatigues are badly damaged, they will cease to offer the difficulty reduction, but will still count as a minor item.

Act One: Enter the Storm

SCENE 1: ARRIVAL

As the train slowly pulls into Dunley and the agents slide open the heavy doors, they will be immediately stuck by the bitter cold and biting winds that assail the town. The station they arrive at is small and unmanned, with a cardboard sign stuck over the Station Attendant's booth reading: **CLOSED DUE TO WEATHER.**

Leaving the station leads into Dunley itself, where streetlights illuminate dozens of locked doors and brightly lit windows shedding light onto abandoned streets layered thickly with snow. Whilst only the edge of the blizzard is affecting the town, its strength should be immediately apparent.

The agents should start by looking for *Harrells's Hunting Goods*, located on the high street, its sign brightly lit. This is a great opportunity to introduce the agents to the natural complications that the blizzard will bring. Ask for an **Insight** + **Observation** (Sight) test with a difficulty of 1. Failure indicates the agents being unable to locate the store, their sense of direction thrown off by the low-vision environment. Success simply allows the team to find the store, and thankfully find it open.

Inside, Shurat *'The Bear'* Harrell introduces himself. He is a 40-something giant of a man with a thick brown beard, interrupted via scarring across the right side of his face. A pleasant, welcoming individual, Shurat is eager to help the war effort since a severe injury took him out of the fight. If the agents forget to give the code phrase listed within the briefing letter, he will simply play dumb and ask the agents what they want. Once the correct phrase is given, he will greet the agents warmly and lead them into the backroom and lock the front door.

In the backroom, the agents will discover a selection of cold weather gear and weaponry laid out. On a table in the centre of the room, Harrell has arrayed a series of maps and climbing equipment and aids, alongside enough heavy-duty snowshoes to outfit them. The maps are marked with the location of Outpost Epislon-3, hidden deep within the nearby mountain ranges at the wrong end of a series of steep cliffs.

As the agents study the maps, Harrell will begin to outfit them using the Requisition Rules presented within the ***Achtung! Cthulhu Player's Guide*** (p.118). This mission has minimal support, which entitles the agents to 3 requisition points, plus 2 per player to be spent on appropriate American equipment as well as any kits they feel may be helpful. Harrell will advise them to take items that should help them against the weather. If they agents get on well with Harrell through good roleplay, he will offer them a weapon from his 'private collection' an Ithaqua Scatter-Shot Gun (***Gamemaster's Guide,*** *p.68*), which he suggests they probably won't need, but as far as he's concerned, it's better to be prepared.

Once equipped, the agents will be led out of the store and pointed towards a hidden trail. Harrel will advise about a series of checkpoints along the way to guide them, should they get lost. As they leave Dunley, they will be able to see the full ferocity of the blizzard in the vicinity. Cars buried beneath the snow, felled trees caught by the wind and a frozen river.

It's just a blizzard.
as best as I can tell.

But there's something off about
it... mainly the fact that it
hasn't let up in a week...
that just ain't right...

— Shurat "The Bear"
Harrell.

SCENE 2: THE CLIMB

Moving away from Dunley, the agents begin their trek through the blizzard to the research site. The opening few steps outside of the boundaries of Dunley are a little tricky as they get used to their winter clothing. Following Harrell's directions to the start of the trail would normally be a simple enough task, however due to the intense nature of the storm, most of the area's landmarks have either been snowed under or blown away, meaning an **Insight** + **Survival** (Orienteering) test with a difficulty of 2 is required to pick up the trail.

Passing this check allows the agents to find the first steps on the path relatively quickly, whereas failure or significant complication will result in their aimless wandering around in the snow, with a failure or complication resulting in an hour in the blizzard. At this point, regardless of passing or failing the check the bitterness of the blizzard will start to bite at the agents, sapping the strength from their limbs and slowing their progress.

For every hour the agents are exposed to the blizzard, they must pass a **Brawn** + **Resilience** check of 2 with failure resulting in the agent gaining 1 Fatigue point. In addition, each time an agent gains a point of Fatigue due to the blizzard, increase their Influence track by 1, see **The Influence** sidebar.

Once the trail is discovered, the agents come to their first checkpoint, marked only by a single electric lamp quietly flickering in the storm. From this point, the agents need only follow the trail to the best of their abilities, trudging through the snow against the wind.

Moving from one checkpoint to the next requires an expenditure of time (see Travelling Timetable 1 sidebar) plus two skill tests per hour, which can be led by a single agent and assisted by any agents with any ranks in the appropriate skill, unless they are also leading a check. Firstly, an **Insight** + **Survival** (Orienteering) test at difficulty 2 guides the agents through the storm and a **Brawn** + **Athletics** (Physical Training) test at difficulty 2 allows the agents to navigate the difficult terrain. Passing both checks allow the agents to reach the next checkpoint in the noted time, those hoping for a quicker trip are able to spend Momentum to shorten the amount of time it takes via the **Reduce Time** Momentum spend noted in the ***Achtung! Cthulhu Player's Guide,*** p.20.

Failing the Survival test generally means that the time it takes to find the next checkpoint is doubled, as the agents lose track of the trail amidst the screaming white winds. Whereas failing the Athletics test or suffering a complication means some misfortune has befallen a member of the group, which you can either reference on the following Mishaps table or come up with your own. A failed check will also mean retaking the check a second time.

The Influence

The blizzard is no natural occurrence, it is the spreading grasp of an ancient and unknowable thing trapped deep within the mountain. A thing of cold and ice, possessed of insatiable hunger and immeasurable rage, those trapped within the blizzard are in danger from far more than just the cold, whether they know it or not. Create an Influence track for each agent, with a length equal to their **Will + Resilience**, each time they fail or suffer a complication with a cold weather check, increase their track by one. As the track increases, the Influence takes greater effect on them, slowly driving the agents into a frenzy of hunger.

When the track is half filled (rounding up), the agent gains two new truths, **Hunger** and **Influenced**. This hunger cannot be sated by normal means and will inflict 1 point of Fatigue onto the agent at the start of each scene when they are under its effects. If an agent consumes human flesh however, they will remove all Fatigue from themselves, regardless of its source. If an agent's Influence track is ever filled, the truth is changed to **Insatiable Hunger**, and they will suffer 1 point of Fatigue at the beginning of each round (or once per minute) in place of at the beginning of each scene. Any agent suffering this truth will immediately attack the nearest source of human flesh and attempt to overpower and eat them. The only known cure for this is being purged by the Tablet (p.20), but agents who are medical specialists may come up with innovative ways to delay or reverse it temporarily.

Travelling Timetable 1

CHECKPOINT	TRAVEL TIME TO NEXT CHECKPOINT
1	30 Minutes
2	15 Minutes
3	45 Minutes
4	15 Minutes
5	1 Hour

Remember that every hour that passes, the agents will need to pass a **Brawn** + **Resilience** test of difficulty 2 against the blizzard or suffer a point of Fatigue and advancement on The Influence track. Regardless of success and failure, the trail is harsh and unforgiving, with the agents able to see no more than an arms-length in front of them and having to shout to communicate.

Despite the feeling of isolation, the agents are far from alone in the blizzard. Occasionally the sounds of distant howls cut through the screaming winds, shifting shadows of large creeping forms dance on the edges of each agent's vision, disappearing into the snow as rapidly as they are spotted. At the third checkpoint, they find the

Mishaps

D20 ROLL	EFFECT
1-2	Unsteady ground, **Agility + Athletics** test of 1 or be delayed by 10 minutes.
3-4	Stumble in the snow and drop 1 Ammo refill.
5-6	Overexert themselves, gain 1 point of Fatigue.
7-8	Exposed gear, one minor item is blown away in the blizzard and lost.
9-10	Something appears to be moving in the snow, following the agents. Suffer 2☠ mental stress.
11-12	Torn clothing, one set of Winter Fatigues is damaged and no longer offers any benefits until repaired.
13-14	Wrong direction. Delayed by 1 hour.
15-16	Sudden chill, gain 1 point of Fatigue and increase Influence track.
17-18	Fail to navigate a long steep incline properly and drop a major item.
19-20	The storm swells, increase the difficulty of all checks against the blizzard by 1.

savaged corpse of a deer, its body torn apart so thoroughly that a **Reason** + **Survival** (Animal Handling) or **Reason** + **Academia** test of difficulty 1 is needed to even identify it. The body has been torn in two, gutted and mauled, further investigation and a **Reason** + **Medicine** test of 2 will reveal that whatever did this possessed immense physical strength.

As the agents move towards the fifth checkpoint, the sounds of howls on the wind grow closer. Moments before their arrival at the checkpoint, when the soft light of the lamp is visible just beyond the snow, a pack of wolves will spring out from the blizzard.

The number of Influenced wolves that attack should be equal to the number of agents plus 2. Open the combat scene by spending 3 Threat (should you have it) to represent the sudden ferocity of the assault and allow the Wolves to act first. The pack is driven by nothing more than ravenous hunger and they will attack until the last of them is defeated with little regard for their own safety.

Influenced Wolves

Trooper NPC

Roaming the mountains, driven by a hunger they can never sate, these Wolves have lost all sense of cunning and intelligence, replaced only by fury and an unending need to devour whatever they come across.

Truths

- Ravenous Pack Hunters
- Suicidal Hunger
- Influenced

Attributes

AGILITY	11	BRAWN	11
COORDINATION	6	INSIGHT	8
REASON	5	WILL	9

Skills & Focuses

Athletics 2, **Fighting 2**, **Observation 3** (Smell and Taste), **Resilience 1**, **Stealth 2**, **Survival 2** (Tracking)

STRESS	6	INJURIES	1
ARMOUR	1	COURAGE	1

Attacks

- **Bite:** (Hand-to-Hand Combat), 4☠

Special Rules

- **Fuelled by Flesh:** Whenever a wolf's bite attack causes a creature to suffer an Injury, the wolf regains 3☠ stress.
- **Grasping:** After a successful attack, spend 1 Threat to add the Snare effect to the attack. While it has a target ensnared, the wolf cannot make melee attacks against other targets, but reduces the difficulty of attacks vs the ensnared target by 1.
- **Keen Senses (Scent):** The creature reduces the difficulty of all skill tests relating to smell by 2, to a minimum of 0. It can detect things by scent which humans cannot.
- **Pack Hunter:** Wolves gain Morale equal to the number of wolves present in the scene, to a maximum of 5 Morale. In addition, when attacking a creature that has already been attacked by one or more wolves that round, a wolf may re-roll a single d20.

Climbing Mishaps

D20 ROLL	EFFECT
1-2	Disturb the Cliff and send icicles and stone tumbling below, a random climber suffers 3 physical stress.
3-4	A gust of wind suddenly threatens the climbers. Each member must spend 1 Momentum or lose a trivial item.
5-6	The climbers overexert themselves and gain 1 point of Fatigue.
7-8	Sudden chill, gain 1 point of Fatigue and increase The Influence track.
9-10	Unsteady footing causes a climber to slip, crashing into the cliff-face, suffering 3 physical damage and crushing one minor item.
11-12	Torn clothing on the stone, one set of Winter Fatigues is damaged and no longer offers any benefits until repaired.
13-14	Snowfall from above masks the cliff-face and makes it harder to continue the climb. Increase the resistance rating of the track by 1.
15-16	Poor footing causes the group to slide several feet back down, remove 1 breakthrough from the track.
17-18	The cliff face gives and threatens to cause the lead climber to drop. They must make a **Brawn + Athletics** (Climbing) check of 3 or fall from the cliff. Causing each climber attached to them 3 Physical Stress with the **Vicious** effect per breakthrough on the Climb track. Remove all breakthroughs and stress from the track.
19-20	Without warning, the cliff face gives, or a rope snaps. A random climber and all climbers below them fall from the cliff and suffer 3 Physical Stress with the **Vicious** effect per breakthrough on the Climb track. Remove all breakthroughs and stress from the track.

Due to the heavy snowfall and winds, the agents will find it difficult to line up a successful shot on anything beyond Medium range. Any ranged attacks at Long Range suffer an additional +1 difficulty.

The Wolves will attack whichever agent is closest to them at any given time until the point that any agent develops a physical injury. Once the scent of blood is on the air, the Wolves will enter a frenzied state and seek to attack the injured agent above all other targets. It's recommended not to spend Threat at this point, instead using the opportunity for the agents to learn and adapt to the more "up-close-and-personal" attack style of the foes in this mission.

Once the Wolves are defeated, the agents will be able to reach the fifth checkpoint that sits at the base of a tall cliff-face. A small overcropping of rock offers a small amount of shelter here, allowing the group an opportunity to collect their thoughts and rest.

By consulting their maps, the agents will see the trail diverges here. One path leading up the nearby cliff-face and the other a longer, if more straightforward route whereas the cliff-face offers a more dangerous trip, though significantly faster.

Once the group decides, consult the information below for advice on how to play through the selected route.

Climb the Cliff

Climbing the cliff is a difficult task requiring two hour's work. Start an extended task stress track as shown here:

Stress: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ (20)
Resistance: 2
Breakthroughs: (5)
Skill Test: Brawn + Athletics (Climbing) with a difficulty of 2

If the group took the climbing gear supplied by Harrell the test leader will gain the *Piercing 1* effect on their skill tests. To climb safely, one agent must lead the climb to scout out a safe path with those following able to assist if they are able.

The climb is steep, and the drop is almost certainly fatal. As they climb, each breakthrough should represent a significant milestone on their ascent. On a failed check or complication, either consult the table below or come up with your own consequences.

Once they finish the track, they reach the summit and can make out the dim sheltered light of their goal, Outpost Epsilon-3 in the near distance.

Taking the Long Way

In theory, the walk around the mountain paths is significantly safer, but it will leave the agents exposed to the cold for much longer and bears the risk of further attack from the area's wild inhabitants.

Six separate checkpoints lie between the agents and the mountain top, with a timetable opposite showing the

Travelling Timetable 1

CHECKPOINT	TRAVEL TIME TO NEXT CHECKPOINT
1	45 Minutes
2	30 Minutes
3	1 hour
4	45 Minutes
5	1 Hour
6	45 Minutes

time required to travel between them. This path also leads to two checks per hour (one **Insight** + **Survival** (Orienteering) difficulty 2 to guide them through the storm and a **Brawn** + **Athletics** 2 (Physical Training) to test their endurance - one agent leads, others can assist) which could wear the party out and slowly infect them with The Influence. As they travel, the landscape becomes noticeably more desolate, old mountain cabins frozen over and torn apart in the wind, trees nearly buried in snow and the distant howls of more things they can only hope are wolves.

If the first combat encounter was too easy, you can spend 3 Threat to have another pack of wolves descend on the agents from the snow but be sure to not stretch their resources too thin before they reach their destination.

Eventually, the agents will close to within visible distance of Outpost Epsilon-3 and the welcoming glow of the site's floodlights.

SCENE 3: A COLD RECEPTION

Emerging onto a plateau, the agents will make their way across the snow to come closer to the Outpost, a large three-level dull grey building worn by the endless storm beating against it. A broken wire fence runs around the exterior edge of the area. Four concreate watchtowers stand against the wind, hanging spotlights bolted in place and casting piercing beams of light through the storm.

The main door to the outpost has been blockaded from the inside, making it near inaccessible. Beating the doors with empty rifles, the silhouettes of six **Influenced Grunts** can be spotted through the snow once the agents move closer to the central building on an easy Observation-based test. Wearing standard US military uniforms, the Influenced Grunts may be confused with allies at first glance, however closer inspection will reveal them as something far worse.

Their uniforms, once well maintained, are now heavy with frozen damp and patches of deep crimson, and they are torn and ripped in places. Their skin is a mess of patches of red and black as severe frostbite has caused the flesh to wither and die, noses, ears and lips already lost to the chill makes their faces hideous. But their eyes glimmer with a ferocity mirrored in the fevered stares of the wolves encountered earlier. Exposed teeth gnash, still flecked with skin and meat. If they spot the agents they will loose inhuman howls of rapturous hunger as they see their next meal.

Of course, should the agents attempt to sneak towards the central building be sure to allow them the opportunity to view the Influenced Grunts from a safer distance and build up a picture of what is happening. If undisturbed, the Grunts will spend their time attempting to break the main door down or trying to tear the metal bars protecting the windows free. There is no organisation to their actions, driven only by the single-minded desire to get into the building, though they can be heard talking to one another in short, guttural statements to move aside or get out of the way, signifying some iota of intelligence remains.

THE MAIN DOOR TO THE OUTPOST HAS BEEN BLOCKADED FROM THE INSIDE, MAKING IT NEAR INACCESSIBLE.

If the players avoid notice for long enough and wish to scout out their surroundings, an **Insight** + **Observation** skill test of 2 will reveal that towards the south-western edge of the Outpost, a small access tunnel has been snowed under that leads straight into the lowest floor of the building. A heavy padlock and chain bars it, but a suitable skill check (such as a **Brawn** based test to break the near frozen chain, or an **Engineering** one to pick the lock) will allow access.

However, if all else fails and the agents push through the storm towards the main door, a confrontation with the Grunts is inevitable.

The Bottom of the Food Chain

The Grunts sprint from the main doors straight towards the agents. Their rifles are empty, so they will resort instead to using them as clubs. They will attempt to split up the agents and pick on the weakest if they can, and should you feel the situation requires a little more 'bite' feel free to utilise the *Escalation* options provided to have one or two Grunts add a bit more firepower.

Like the Wolves, the Influenced Grunts will fight to the death regardless of injuries sustained. If any agent is defeated, the Influenced Grunts will seek to devour the fallen character with their next action. Poor teamwork could very easily spell death for players who fail to support their fallen colleagues.

Influenced Grunt

Trooper NPC

Those who fall under the sway of the Influence degrade into brutal, wild beings, subsumed by an endless hunger and a riotous need to inflict violence on all who cross their path. Starving Grunts quickly turn to cannibalism, trappers and raiders find themselves enraptured by the call of the Influence, united in a form of shared madness that brings them the utmost joy in the violent suffering of others.

Truths

- Mindless Hunger
- Influenced
- Fading Memories

Attributes

AGILITY	8	BRAWN	10
COORDINATION	9	INSIGHT	8
REASON	6	WILL	7

Skills & Focuses

Athletics 2, **Fighting 2** (Melee Weapons), **Resilience 2**, **Stealth 1**, **Survival 2** (Hunting), **Tactics 1**

STRESS	5	INJURIES	1
ARMOUR	1	COURAGE	1

Weapons

- **Rifle Butt:** (Melee Weapons), 6🐙

Escalation Options

- **M1 Garand:** (Rifles) Medium Range, 4🐙 (Salvo: Vicious), *Reliable*
- **Pineapple Grenade:** (Throwing), Close range, 6🐙 Area, *Stun, Inaccurate, Munition*

Special Rules

- **Brutal 1:** The Influenced Grunt relies on brute force and violence above all things and adds 1🐙 to the stress of its melee attacks. It always uses its Brawn attribute when making or defending against a melee attack.
- **Horrific Appearance:** The first time a character sees this creature, they must immediately attempt a **Will + Resilience** test with a difficulty of 1 or suffer 2🐙 mental stress with the Piercing 1 effect.
- **Immune to Cold:** Influenced Grunts are unaffected by the cold and cannot suffer Stress or penalties due to exposure to extremely low temperatures.
- **Pyrophobic:** An Influenced Grunt immediately suffers 5🐙 physical stress with the Intense and Piercing 2 effects, when attacked with fire or fire-based weapons.

Even after defeating the Influenced Grunts, the agents will be stuck outside the main door in the blizzard. Further investigation will reveal the door has been blockaded from the other side, allowing it to be only opened enough to view within and nothing more. Accordingly, the agents will have to get inventive about how they gain entry.

- Any explosive-based weapon will be able to blow the door open.
- An **Engineering** + **Reason** skill test of difficulty 2 will allow the agents to use levers to prise the doors open wide enough to allow a single agent at a time through.
- A **Brawn** + **Athletics** Skill test of difficulty 4 will allow the agents to break the door down via brute force.

If the agents produce a suitably inventive way to gain entry, reward them with a point of XP each. Remember that the hidden entrance is always an option as well, should they wish to explore the area more thoroughly.

During the process of making their way inside, the agents should become aware of the storm's slowly increasing intensity, increasing the difficulty of all **Brawn** + **Resilience** checks against the blizzard by 1. Finally, as they attempt to gain entry by whatever method, describe a distant sound slowly cutting through the winds, a shrill howling or trilling, high pitched and eager, drawing ever closer.

At the end of each round, announce you are spending 1 Threat and describe how the sound grows nearer. Once you have spent 3 Threat, mention a shadow passing behind an agent as they work, much taller than themselves and impossibly gaunt. Should they turn and investigate, regardless of any **Observation** skill tests, they will fail to see anything but continue to build the suspense and an atmosphere of approaching doom.

Once you have spent 5 Threat in this way, describe a sudden and overwhelming silence that falls on the air, and select an agent that is either completely alone or at random who is still outside. That agent suffers 7🐙 physical stress, with the Piercing 2 effect as a sudden strike from the storm cuts into them. If this damage defeats the agent, they will be pulled by an unseen force into the blizzard and are immediately killed. Should the agents still be outside by the end of the following round, the same thing will happen, until either all agents are inside, or all agents have been killed.

Once the agents enter the building, either through the hidden entrance or the front door, the scene and act conclude.

SCENE 1: OBSERVE AND INVESTIGATE

Once inside, the agents will be greeted by an eerily silent building, the only sounds, the storm outside and their own footsteps. The outpost itself is spread over four floors, including the basement.

Basement

If entering from the underground passage, the agents will come directly into the basement. The Basement has been broken down into three main sections, the generator room, cold storage, and munitions storage. The stairwell leading up to the main floor has a hastily erected set of barricades comprised of empty crates, metal folding chairs and numerous other pieces of miscellaneous debris at its base.

Littering the ground nearby, torn apart and shredded by small arms fire and melee weaponry, lie the bodies of numerous US soldiers. Beyond the obvious wounds, a **Reason** + **Medicine** skill test of 1 will reveal numerous bite marks across their bodies, however it should be obvious that whatever, or whomever was feeding on the corpses was either interrupted or became distracted. If the agents decide to check over the bodies for equipment, they will be able to find 3 lots of Ammo, two M1991A1 Pistols and two M1 Garand Rifles still in working order. In addition, a trail of blood leads from the door of the Munitions Storage room, across to the entrance of cold storage.

GENERATOR ROOM

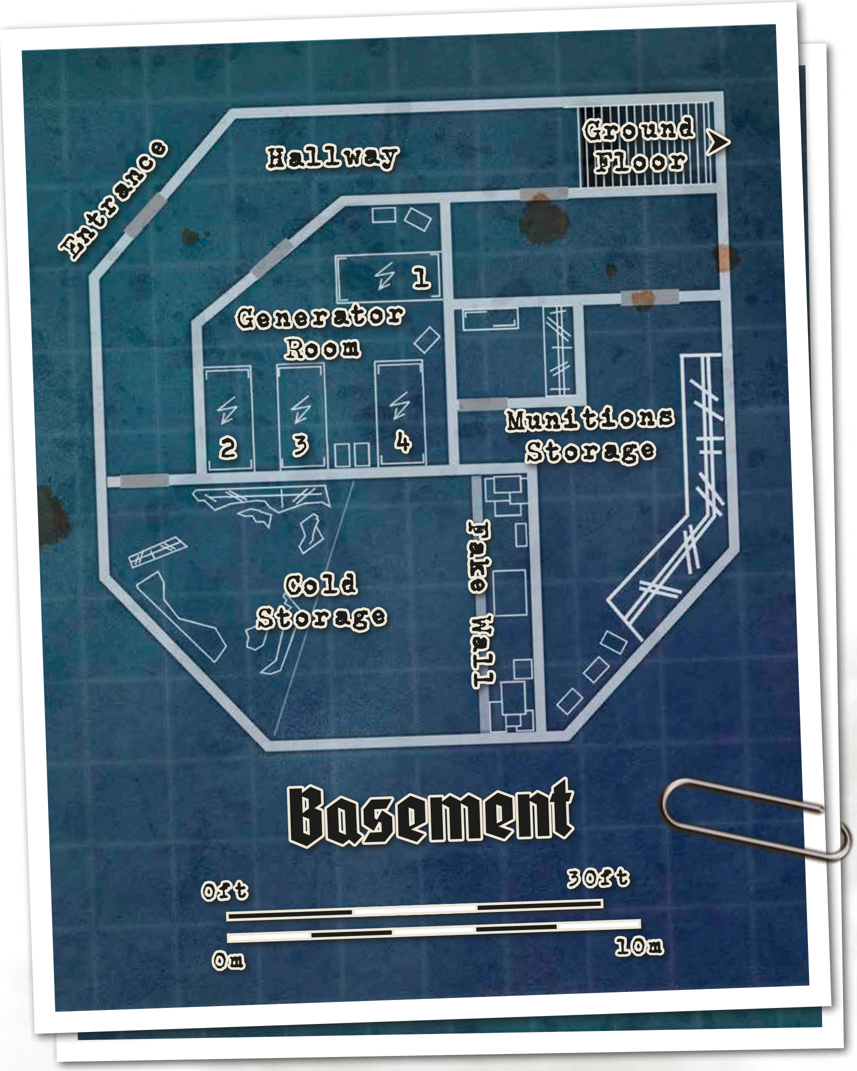
The doors to the generator room are locked, requiring either the key (currently held by Doctor Florence Black on the top floor), brute force or an agent handy with lockpicks to open. Whatever the approach the skill test difficulty should be 2. The inside of the room is relatively uninteresting, with four large generators chugging away, though each of them are running low on fuel. Additional canisters of fuel can be found within the adjacent room, enough to fully refuel three of the generators. Any agent with reasonable degrees of engineering skill (a truth representing their familiarity with such equipment, or 2 or more ranks in Engineering) will be able to determine that each of the generators powers a specific aspect of the building's set up.

- Generator 1 powers the building's heating.
- Generator 2 powers the lights in both the main building and the watch towers.
- Generator 3 is diverting a large amount of power to the basement for an unknown reason.
- Generator 4 is solely designed to supply power for all functions of the third floor.

The agents may elect to top up the fuel of three of the four generators, which will cause the fourth generator to exhaust its fuel and power down at the end of the second scene of this act. Should the agents ignore the room, or elect to not refuel any of the generators, randomly determine three of the generators to fail at the beginning of the second scene of this act.

COLD STORAGE

The doors to cold storage are unlocked, the main room laid bare to the agents should they choose to investigate. Inside, once carefully organised shelves of perishable goods now lay scattered around the floor, the shelving units having collapsed against one another forming a series of minor blockages that will need to be carefully clambered over (requiring no roll if the agents have time, or an **Agility/Coordination** + **Athletics** skill test of 1 if moving quickly) to access the back of the room, which is hidden from view by a series of plastic curtains. If the agents investigate the back, as the climb over the shelves, it is recommended spending 2 Threat to introduce a complication in the form of a loose can of food being knocked to the ground and rolling behind the curtains. At this point, if you choose, you can spend Threat to have up to 3 Influenced Grunts lurking within the next room, with 1 Threat equalling 1 Influenced Grunt.



On the other side of the curtains, the agents will be met with a much lower temperature and several carcasses hanging from meat hooks. Most of which will be deer, elk or other mountain animals, at the front of the room however, will hang the mutilated remains of what would have once been a rather overweight solider. The corpse, which is missing its left forearm, is of Sergeant Spencer Cook, the Outpost's Quartermaster, a fact determined by a thorough search of the body or a quick **Insight** + **Observation** (Sight) skill test of 1 by the name on his uniform. He still has an M1991A1 pistol and the Munitions Storage Key on him, which is needed to access the nearby storage room. If you have elected to spend Threat on Influenced Grunts, they will likely have either pulled down Cook's body, or any of the other carcasses and began to feast on the flesh. Once the agents arrive, the Grunts will eagerly move onto fresher prey using the hanging meat as cover where possible, and the handy butcher's knives (**Cleaver:** (Melee Weapons) Close Range, 4☠ *Stun*) that sit on a nearby preparation table, in place of their own teeth and nails.

THE GROUND FLOOR IS LIKE THE AFTERMATH OF A WARZONE.

Once the room is cleared, observant agents will find a false wall at the back of the room with an easy **Insight** + **Observation** test. Implanted into the wall are two small depressions, which contain locks requiring keys to open. The Outpost Commander and Doctor Florence Black hold one key each, and both are needed to open this door. Agents can of course try and pick the locks, or attempt to brute force the door, regardless of method the door will require a skill test of 4 to open. Try and dissuade agents from attempting this for now and to continue their exploration. Should they elect to bypass the door, move to Scene 3 of this act, page 20.

MUNITIONS STORAGE

The main door to the storage room is left open, with a trail of blood leading out along the full length of the hallway. Inside, the agents will discover the corpses of two soldiers, both blown apart by close range fire and bearing the first signs of frostbite. A walled off booth, fitted with bullet resistant glass and filled with paperwork, alongside a ceiling-high wire mesh gate and door block the agents from directly accessing the small armoury they can see just beyond their reach. Still attached to the mesh door, fingers locked in a vice like death grip and sporting a distinctive tattoo, hangs the dismembered forearm of the Quartermaster. The trail of blood to cold storage begins at the base of the lost limb and leads out. Without the key to the door, the agents will not be able to gain entry without creative thinking. Once the agents have located the key, then they'll be able to scavenge whatever gear they require from the list below, finding an equipment manifest within the booth. The manifest shows what equipment is accounted for within the room first, and the equipment in the outpost as a whole second. Feel free to dot unaccounted for equipment around the base, or even equip Influenced Grunts with the missing items

Ground Floor

The ground floor is like the aftermath of a warzone, the corridor from the main entrance stained red and littered with discarded rags, half chewed body parts and empty, broken weapons. The corridor leads to a small hallway that serves as a divergent path leading into the east and west wings, as well as to the second floor and basement, via heavy doorways for the former and a stairwell for the latter. Spent casings roll underfoot and impact damage can be seen on the walls leading up into the stairwell, as well the doors of the east wing.

EAST WING

The first floor's east wing is a large dining area, with numerous long tables and chairs spread around the floor chaotically. Several bodies are scattered within, some soldiers and staff, others the frost-bitten corpses of the Influenced. A kitchen sits at the far end of the room, with heavy wooden boards broken on the floor and doors, signifying a botched attempt at boarding the room up. Other than bodies, the room has little to offer.

WEST WING

The west wing is broken into three spaces, but mostly function as barracks and living quarters for the security detail.

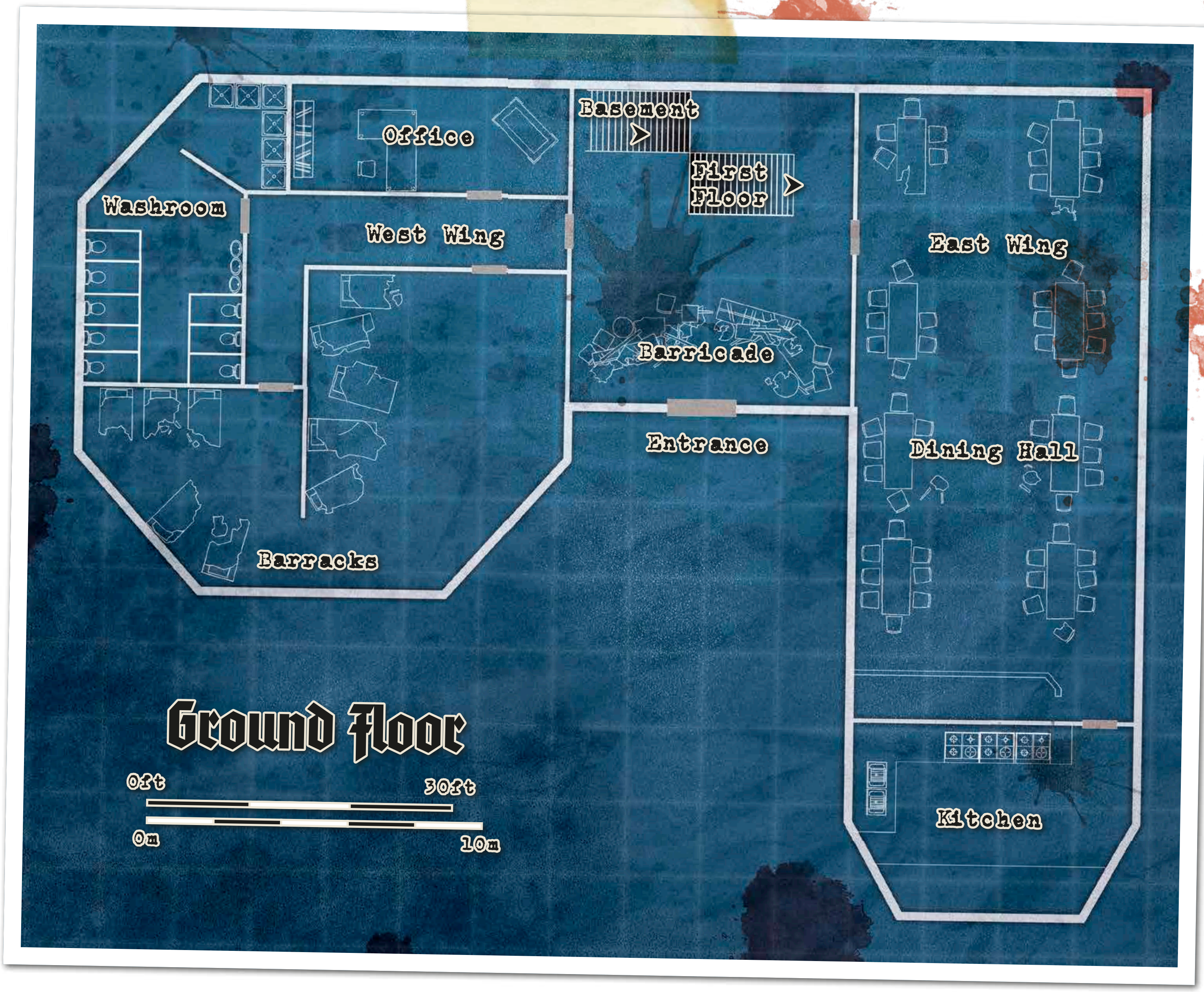
OFFICE

A small side room acts as an office for the outpost commander, Captain Alexander. A mess of maps, personal notes regarding operations and a photo of his wife and child cover the room's surfaces. Careful searching through the various notes and an easy **Reason** + **Observation**/**Academia** skill test reveals two key pieces of information.

- ✠ **Warnings:** A letter, written in an unsteady hand, warns the commander against the outpost's current

Munitions Supplies

ITEM	INVENTORY COUNT
M1 Garand Rifle	×10 — Outpost Supply of ×35
Winchester M12 Shotgun	×5 — Outpost Supply of ×10
Entrenching Tool	×20 — Outpost Supply of ×35
Browning Hi-Power Pistol	×5 — Outpost Supply of ×10
Springfield M1903	×3 — Outpost Supply of ×5
Portable Flamethrower, No.2 Mk.II	×1 — Outpost Supply of ×2 (with fuel Supply ×3)
Ammunition Reserves	×30 Units of Ammunition
Field First Aid Kit	×10
Demolition Kit	×1 — Outpost Supply of ×2
M17 Hand Grenade	×5 — Outpost Supply of ×15
Flak Vest	×10 — Outpost Supply of ×35
Flashlights	×20 — Outpost Supply of ×40



investigations. It mentions the dig site to the North-West that the writer's tribe have been watching over for longer than "America" has even existed. The writer states that he can only ask so many times before either he, or something far more dangerous reminds the commander that there are still places in the world that no man can lay claim to. He offers to come to the outpost in person, teach them his people's ways instead of digging deeper where they are not wanted. It emphasises that this is meant with respect and that this is for all our sakes.

- **Sickness Reports:** A note from the outpost's Medic, describing a sickness that seems to be afflicting some of the soldiers. Four men, each returning from guard duty at the nearby dig-site, have been complaining about severe stomach pains and hunger. They note that they have observed the men eat and yet the issues continue. Further studies have identified that the men are showing signs of malnutrition, the medic theorises that perhaps the dig site staff have been exposed to a parasite of some sort and have asked for access to some of the more advanced equipment on the third floor to further investigate.

BARRACKS

The second space is a barracks for the outpost security detail, with space and beds for some 40 men and women. Much of the furniture has been moved from the room, helping to form the barricade at the main entrance. The rest of the room is in chaos, signs of combat clear at even a passing glance.

Barred windows run the length of the walls, the blizzard still tearing at the mountain outside. If any agent looks out of the window for any great length of time, they will see the briefest flash of a pair of great baleful blue eyes glaring back at them. The agent will need to pass a challenging **Will** + **Resilience** check or suffer 3 mental stress with the *Persistent 3* effect, as the feeling of being watched from afar haunts their mind. Searching the room will turn over small personal items, clothing, and if the agents are lucky, perhaps even a sidearm.

WASHROOM

As they search, the sound of running water will be heard from the next room over, a large washroom. The washroom itself is curiously clear at first glance, a thick cloud

Sergeant Danvers

Lieutenant NPC

When the Influence fell on Outpost Epsilon-3, a few resisted for just long enough that their minds broke to horror and despair rather than unending hunger. Danvers helped defend against his ravenous comrades for as long as possible, until the relentless horror of the situation drove him insane. Instinct made him seek out the showers whose heat kept the Influenced at bay.

Truths

- Protected by Madness

Attributes

AGILITY	9	BRAWN	9
COORDINATION	9	INSIGHT	8
REASON	7	WILL	9

Skills & Focuses

Athletics 3, **Fighting 3** (Close Quarters), **Observation 2**, **Persuasion 1**, **Resilience 2**, **Stealth 2** (Rural Stealth), **Survival 2**, **Tactics 1** (Army), **Vehicles 1**

STRESS	11	INJURIES	2
ARMOUR	2	COURAGE	3

Attacks

- **Wild Punches:** (Hand-to-hand), Reach, 3☠
- **M1911A1 Pistol:** (Handguns), Close Range, 4☠ (Salvo: Vicious), *Handhuns, Hidden*

Escalation Options

- **Pineapple Grenade:** (Throwing), Close range, 6☠ *Area, Stun, Inaccurate*, *Munition*

Special Rules

- **Kicking and Screaming:** Whenever Sergeant Danvers moves, he violently strikes out at anyone and anything that might try and stop him. If Sergeant Danvers comes within Reach of any character during a Move minor action, he deals 1☠ physical stress to that character unless they dodge using an **Agility + Athletics** test. If Sergeant Danvers is moved against his will, he will attempt to attack using his 'Wild Punches'.

The horrors...
the horrors...

of steam slowly pushing out from beneath the double doors leading into it. Opening the door reveals a row of showers slightly obscured by a wall of poorly painted concrete, and clouds of steam that rise from behind it. Huddled beneath them and slowly rocking in place, is a solider with deeply macerated skin and an empty stare. His heavily sodden clothes bear the name, Sergeant Danvers, but he has long forgotten it. Danvers is catatonic, unable to move or even register the agents' arrival, if they push or prod him, he won't react. Any attempts to move him, however, will draw a sudden violent response and he will do all he can to stay in the washroom, even going as far as attacking the agents to protect himself. If he is forcibly moved out of the west wing, he will turn his pistol on himself, weeping as he does. If he kills himself, all agents that view must succeed at a **Will** + **Resilience** skill test or suffer 3☠ mental stress with the *Stun* effect.

Agents inside the washroom will become rapidly aware of the higher temperature within, the showers and steam heating the room and surrounding area to an uncomfortable degree. Whilst the generator in the basement (see p.11) is running, the washroom gains the truth Inaccessible to the Influenced as the ambient temperature keeps them at bay.

First Floor

The first floor is also split into east and west wings, with a central space between them. The central space has been stripped bare, with all furnishings pushed against the western door to completely block it off, if any of the barricades are moved the agents will be able to see the figures of a dozen or so Influenced though a small window in the locked door.

EAST WING

The east entrance is open, the doors removed at the hinges and added to the barricade of the west wing. Inside is a large open room, devoid of furniture and once against bearing the signs of combat. The northern wall is a series of six locked doors, the words "DO NOT OPEN" painted across them in bold red paint. If any agent comes within Reach of these doors, they will become aware of movement on the other side of them.

Each room is a small bathroom, with an Influenced Grunt stripped of all equipment locked inside — if a door is opened suddenly, all nearby agents have a moment to react before the Influenced Grunt attacks. If significant noise is made prior to this, or if you elect to spend 2 Threat to have an Influenced Grunt break free from the room and immediately attack, the Influenced Grunt will immediately attack the closest agent. The southernmost room has also been locked shut, with two windows on either side showing a set of tables with bodies laid out on them, hands crossed on their chests with rifles in their grip. A bullet wound evident in the centre of each of their foreheads.

WEST WING

The west wing is completely sealed, with a set of heavy locks completely barring entry without the right set of keys. Which are held by the sole inhabitant of the second floor, Dr Florence Black. The stairwell to the upper floor is clear, with a set of open double doors leading up. On the door is a single piece of paper, fastened in place with a small knife, with the words "Light your torches in the corridor" written in cursive script on it.

Second Floor

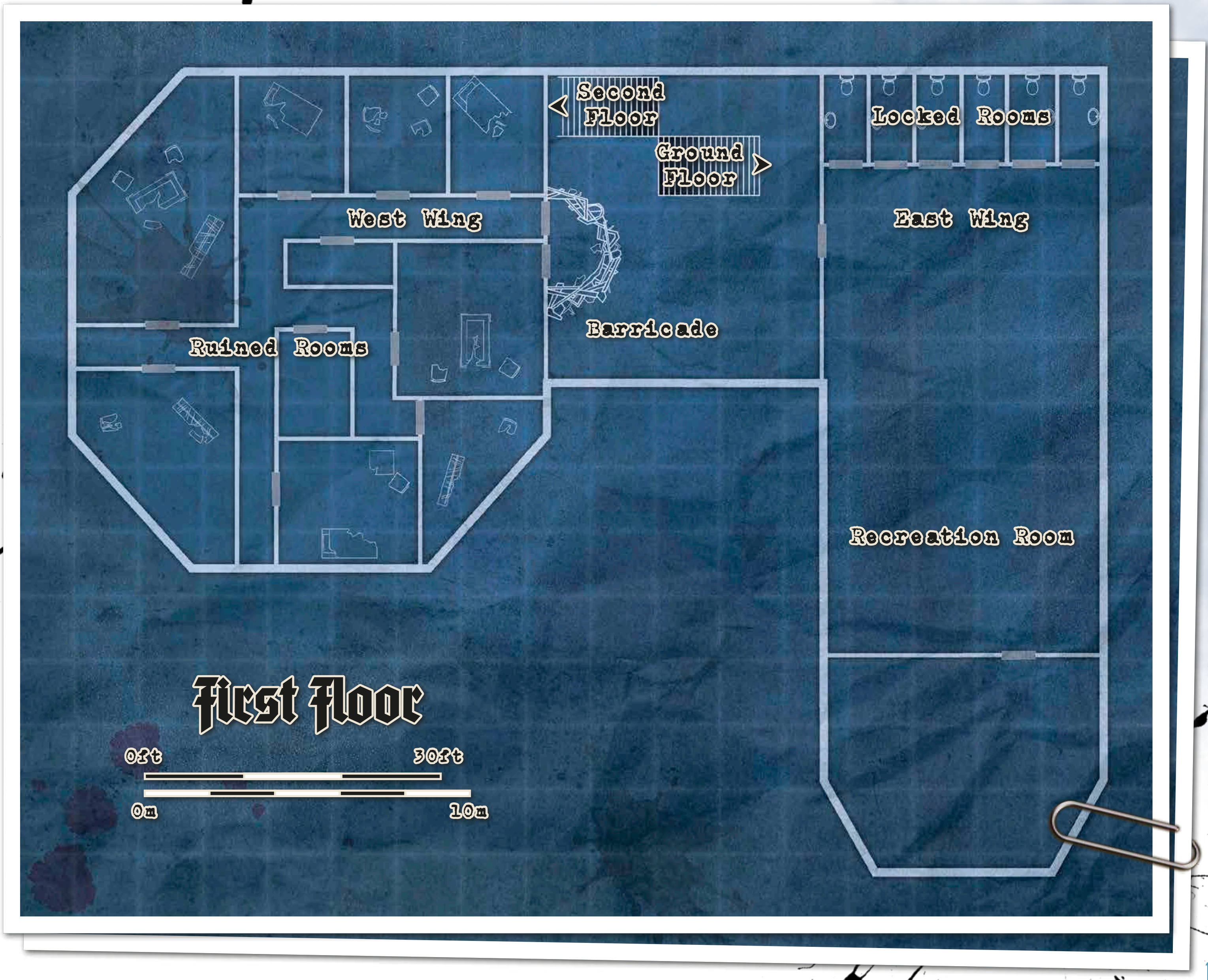
Upon opening the door to the second and final floor, a strong smell of gasoline will assail the agents' nostrils which is coming from the long corridor stretched out in front of them. At the end of it, a well-lit laboratory with a figure working inside is easy to spot. The door between the corridor and the laboratory has a mounted exchange panel, which the figure will move towards once the agents move into the corridor properly, opening it and pushing her hand out of the panel to threaten them with the naked flame of a lit lighter.

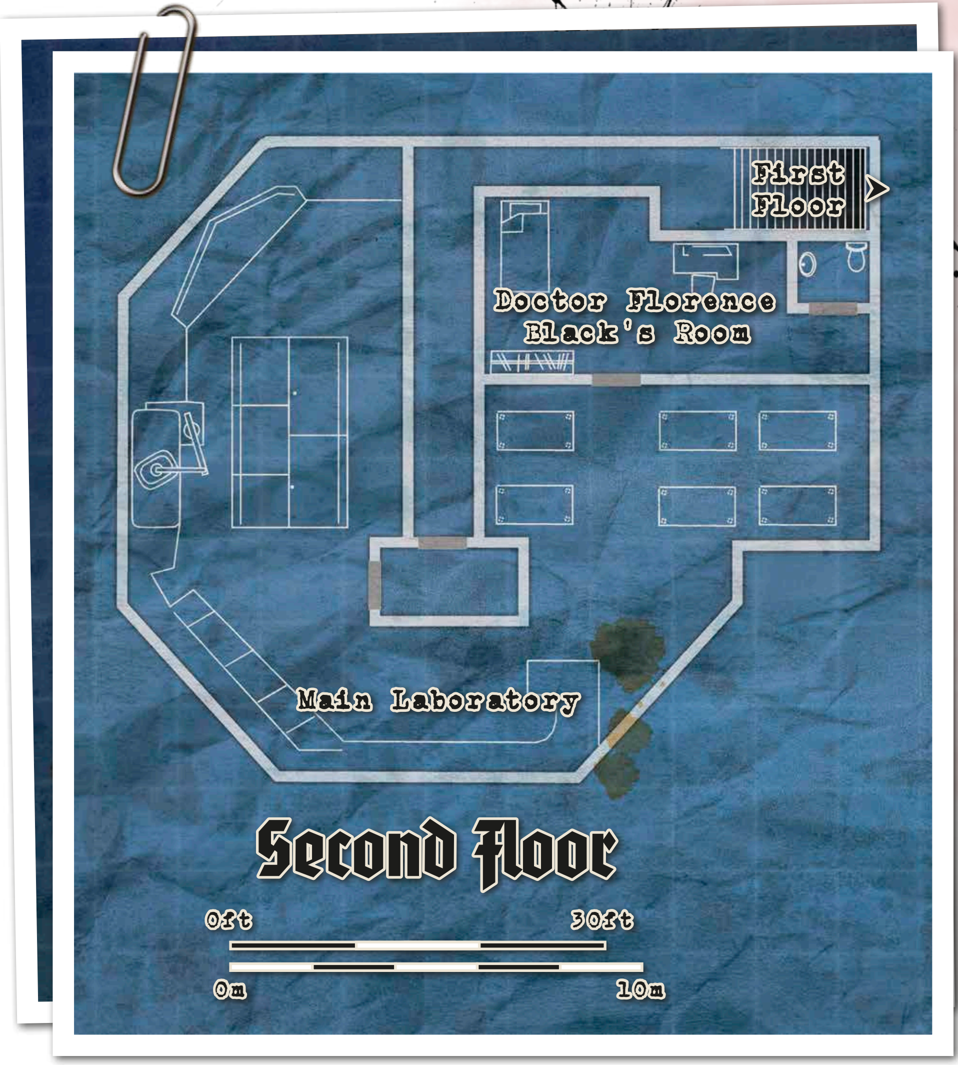
The floor of the corridor is slick with gasoline, and should the agents not heed the warning note on the door , the figure will not hesitate to drop the lighter and set the corridor aflame dealing 5 physical stress with the *Persistent 5* and *Debilitating* effects to anyone who ends their turn within it. The flames last for as long as their Persistent effect, and once they die down the figure will start to fire with a handgun on the agents from the safety of the room (see Doctor Florence Black's Profile below).

If the agents flash any torches or call out, identifying themselves, the figure will back up and allow the agents to make their way towards them.

MAIN LAB

On approaching the lab, the door will be opened, and Doctor Florence Black will urge the agents inside as rapidly as possible, closing and locking the door behind them. She will introduce herself, thick black blood coating the outside of the arm-length surgical gloves she wears over her dirtied suit and waistcoat, with a series of bandages keeping her auburn hair and forehead hidden. The laboratory around





Science is about discovery. Good or bad, it doesn't matter. What matters is that each day we learn a little bit more about the universe we live in.

I now know more than I could have ever have dreamed of, much more than if I had ever stopped to worry about what I was doing was the right thing.

The ends justify the means and I made the correct decision.

– Doctor Florence Black

her is still in pristine condition, with everything in its place and heavy tarpaulins covering the windows, small gaslights providing illumination around a surgical table. On the table lies a gruesome sight, a man stripped naked and bound to the table, his hands and feet amputated, lower jaw removed, and brain exposed. His stomach has been opened, with several metres of intestine pulled free and opened, several tubes lacing in and out of the body, withdrawing a black fluid and injecting various others. Signs of frostbite cover the body, and the rapid movement of his eyes signifies that despite all appearances, he is still alive.

Doctor Black will ask that the agents keep away from “Frosty”, mainly because she’s still working on him and would rather her subject be endangered no more than necessary. If questioned, Black will inform them that she was the lead researcher for the Outpost, tasked with investigating alternative weapons to aid the war effort. Until recently, the outpost was used to train new recruits alongside the Pathfinder Demon Hunters, but a routine patrol uncovered a long-forgotten set of ruins in the vicinity. She was brought in to lead the excavation effort and to investigate if the relics found inside could be of any use to Majestic. The local Pathfinders strongly warned against it, but she had orders from above that said otherwise. After a few weeks of work, the teams turned up a series of items and a large runic tablet that gave off a significant level of heat, as well as discovering a strange female figure, frozen in place under several inches of ice.

Curious about its origin and possible applications as an energy source, the tablet was returned to the base for study. A few days passed, and then the first solider started to show the signs of “The Influence”, becoming ravenously hungry and intensely violent. Then the blizzard began, rapidly growing out of control and cutting off all communications, as well as many of the mountain passes. The Influence grew quickly, causing more and more of the base’s inhabitants to fall victim to insanity; fights broke out, dozens dying in the conflict, and it threatened to wipe out everyone in the outpost. It was only when Captain Alexander drew most of the Influenced into the west wing of the first floor that the situation became more controllable.

Black will then ask the agents for their aid, suggesting that getting both her research and the tablet out of the outpost is of the upmost importance. She informs them that the tablet, as well as other relics, are locked in cold storage in the basement which requires two keys to open. She has one and Captain Alexander had the other. She will hand the agents a set of keys for the locks on the first-floor west wing doors, saying that Alexander may still be alive in there, and if so, they should rescue him if possible and bring the key back one way or the other.

Doctor Florence Black

Nemesis NPC

There are few minds as gifted as Doctor Black, a French Biologist with a firm allegiance to Majestic and a firmer goal of ending the war by any means necessary. Quick witted and dismissive of people she sees as significantly less intelligent than her, Doctor Black has seen the quiet, subtle horrors of the Secret War and has come to embody a “ends justify the means” mentality.

Truths

- Medical Prodigy
- The Ends Justify the Means
- Secretive to a Fault

Attributes

AGILITY	8	BRAWN	7
COORDINATION	11	INSIGHT	9
REASON	12	WILL	9

Skills & Focuses

Academia 3 (Science), **Engineering 3** (Medical Engineering), **Medicine 5** (Surgery, Infectious Diseases), **Observation 1**, **Resilience 3**, **Stealth 2**, **Survival 2** (Animal Handling), **Vehicles 2**

STRESS	12	INJURIES	3
ARMOUR	0	COURAGE	2

Weapons

- **Scalpel:** (Melee Weapons), Reach, 1, *Piercing, Hidden, Subtle*
- **Service Revolver:** (Close Quarters), Close Range, 5 (Salvo: Vicious), *Close Quarters, Reliable*

Special Rules

- **I Did Not Give You Leave to Die:** Doctor Black specialises in getting the most out of what’s put in front of her, be that medicine, equipment or even people. Doctor Black may attempt to save the life of any character that has died within the current or previous scene. By spending 3 Threat and succeeding on a **Coordination + Medicine** skill test with difficulty 3, she may render a character Defeated rather than dead.
- **Stretch the Supplies:** Any skill kit that Doctor Black uses is treated as having 2 additional resources and Ammo belts she wears can carry 4 Ammo rather than the standard 3.
- **Protective Scars:** Black has carved an Elder Sign into her forehead in a bout of madness (currently hidden by bandages). Surprisingly, the mark offers her a level of protection against the mental influences of the Mythos. Whenever Doctor Black would suffer Mental Stress from a Mythos Source, she gains 4 Courage against the effect.

If questioned about “*Frosty*” she will simply inform the agents that she’s running checks on what keeps the Influenced moving despite what should be fatal injuries but will not elaborate further. If an agent can pass a challenging **Reason** + **Medicine** check, they will impress her with their knowledge and she will share three facts.

- From what she can tell, the Influence begins without any form of external infectious factor, instead manifesting as a purely mental degeneration akin to dementia or Alzheimer’s.
- That once the Influenced feeds on its own species’ flesh, its body begins to create a massive amount of adrenaline, overwhelming the system and keeping it active regardless of external trauma.
- Following the constant adrenaline spike, the body begins to mutate, bones become stronger, nerve endings begin to die off and the subject becomes significantly less human. Curiously, she believes that the mutation speeds up the more matter the subject eats.

Whilst she talks about her work, Doctor Black will become increasingly excited and exuberant, enthusiastic about how the discovery could be utilised by Majestic in the future. After this, she will urge the agents to head downstairs and retrieve the key from Captain Alexander.

SCENE 2: MERCY KILLING

Equipped with the keys for the door, the agents have only two goals in this scene, obtain the key from Captain Alexander and the tablet from Cold Storage. The first-floor’s west wing is a series of tight spaces and narrow corridors, difficult to move through in a combat situation and infinitely dangerous due to the savagery of its current inhabitants. Agents looking to fight their way through the wing will face stiff and resilient resistance, with each Influenced mind increasingly eager to devour anyone foolish enough to enter.

If the agents did not check or repair any of the generators (see p.11), then this is the moment they begin to fail.

There are several options that the agents can try to increase the chances of their success.

- Raid the Armoury in the basement for better equipment, primarily the flamethrower!
- With a Challenging **Reason** + **Engineering** skill test and sufficient time, a mechanically minded agent can interfere with the internal plumbing and heating systems of the Outpost to overheat the west wing, which will cause all Influenced in the area to gain the **Heat Exhaustion** truth. This inflicts a +1 difficulty modifier to all skill tests made by the Influenced and gives them 1 point of Fatigue per hour.
- Luring the Influenced out of the Wing can be achieved by opening the doors and making sufficient noise which will lure them all out at once. This will force many of the Influenced into a narrow killing field, which will reduce the difficulty of any ranged attacks against them by 1. However, if the Influenced manage to break out of the area they will be likely to rapidly overwhelm the agents.

The interior of the west wing is pictured in the map (p.15), with either the body of Captain Alexander, or the Influenced Captain Alexander in the furthest room from the entrance. Spread through the rooms, are 15 Influenced Grunts, 3 Influenced Sergeants and a Lesser Wendigo — moving through the area in unsteady motions, cannibalising themselves to satiate their hunger.

Close Quarters Cannibals

The Influenced encountered in the west wing differ from those met so far in two ways. Firstly, without access to the outside world, the Influenced here have given in completely and are eager to fall on one another to satiate their unholy hunger.

Influenced Sergeant

Lieutenant NPC

Whilst the Influence overwhelms the mind, it doesn't completely obliterate it, and much of who the person was prior to succumbing remains. A fact demonstrated by the Influenced Sergeants who still hold sway over the grunts they formerly commanded. No less brutal than their companions, but still possessed of a cunning tactical mind and bearing a vicious authority over their underlings, the Sergeants will seek to drive their more feral kin into battle in a more controlled manner. The Influenced Sergeants have also cobbled together effective shields and weapons from what they can and wield them with ruthless efficiency.

Truths

- Violent Authoritarian
- Influenced Locus
- Mindless Hunger

Attributes

AGILITY	8	BRAWN	11
COORDINATION	7	INSIGHT	9
REASON	6	WILL	10

Skills & Focuses

Athletics 3 (Throwing), **Fighting 4** (Melee Weapons), **Observation 1**, **Persuasion 1**, **Medicine 1**, **Resilience 3** (Fortitude), **Survival** (Hunting) 2, **Tactics 2**

STRESS	14	INJURIES	2
ARMOUR	4	COURAGE	2

Weapons

- **Fire Axe:** (Melee Weapons), 6🐙 *Vicious*
- **Shield:** (Hand-to-Hand Combat), 5🐙 *Stun*
- **Browning Hi-Power Pistol:** (Handguns), Close Range, 5🐙 (Salvo: Vicious), Close Quarters

Escalation Options

- **M1 Garand:** (Rifles) Medium Range, 5🐙 (Salvo: Vicious), Reliable
- **Pineapple Grenade:** (Throwing), Close range, 6🐙 *Area, Stun, Inaccurate, Munition*

Special Rules

- **Brutal 2:** The Influenced Sergeant relies on brute force and violence above all things and adds 2🐙 to the stress of its melee attacks, and always uses its Brawn attribute when making or defending against a melee attack.
- **Horrific Appearance:** The first time a character sees this creature, they must immediately attempt a **Will + Resilience** test with a difficulty of 2 or suffer 4🐙 mental stress with Piercing 1.
- **Immune to Cold:** Influenced Sergeants are unaffected by the cold and cannot suffer Stress or penalties due to exposure to extremely low temperatures.
- **Pyrophobic:** An Influenced Sergeant immediately suffers 5🐙 physical stress with the Intense and Piercing 2 effects, whenever it comes into contact with fire or fire-based weapons.
- **Locus of Directed Violence:** Any "Influenced" creature within Close range of an Influenced Sergeant may spend 1 Threat to ignore any truths that would cause it to become mindless or uncontrollable until the end of the current scene.

Lesser Wendigo

Lieutenant NPC

An Influenced Soldier who has gorged himself so fully, that the mutation has transformed his entire being into a more efficient killing machine. The body of the Lesser Wendigo is still recognisably human, though gaunt, sinewy, and much taller, with great chunks of skin and flesh rent open and exposed to the elements. The eyes wither within their sockets and are either lost or devoured in a fit of self-cannibalisation, only a baleful yellow glow remains within. Driven by an insatiable need to feed and grow stronger, Lesser Wendigos can never be reasoned with, and are only cowed by acts of superior strength.

Truths

- Cursed by The Presence
- Ruthless Predator
- Mindless Hunger
- Influenced

Attributes

AGILITY	12	BRAWN	11
COORDINATION	6	INSIGHT	8
REASON	7	WILL	9

Skills & Focuses

Athletics 3 (Running), **Fighting 4** (Hand-to-Hand Combat), **Observation 3** (Smell & Taste), **Resilience 2**, **Stealth 3**, **Survival 2** (Hunting)

STRESS	13	INJURIES	2
ARMOUR	2	COURAGE	1

Attacks

- **Jagged Claws:** (Hand-to-Hand Combat), 7🎲 Snare, Piercing 1
- **Feast:** (Hand-to-Hand Combat), 5🎲, *Intense, Feast* (see Special Abilities)
- **Wendigo's Howl:** (Mental Attack) 4🎲, *Piercing 1, Stun*

Special Rules

- **Wind Walker:** A Lesser Wendigo can traverse on wind of any significant strength, treating it as solid ground and moving across it just as easily. When moving in this way, The Lesser Wendigo may move to any area within Medium range as a minor action when outdoors.
- **Immune to Cold:** Lesser Wendigo are unaffected by the cold and cannot suffer stress or penalties due to exposure to extremely low temperatures.
- **Feast:** Whenever a Lesser Wendigo uses its Feast attack and deals damage, it removes 4🎲 stress.
- **Scale 2:** A Lesser Wendigo suffers an injury after suffering 7 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Tough 1:** A Lesser Wendigo may withstand 1 extra injury (Included above). The Lesser Wendigo may also spend 3 Threat to ignore suffering an injury.
- **Pyrophobic:** A Lesser Wendigo immediately suffers 5🎲 physical stress with the Intense and Piercing 2 effects, whenever it comes into contact with fire or fire-based weapons.
- **Fearsome 1:** The Lesser Wendigo inspires fear. It can make mental attacks, including the +1🎲 and the Piercing 1 effect (listed above). In addition, the first time a character sees this creature, they must immediately attempt a **Will + Resilience** test with a difficulty of 2 or suffer mental stress as if from that mental attack.

Secondly, three Influenced Sergeants join the grunts, maintaining control and discipline in a feral perversion of the station they once held which moulds them into a much more coherent threat. In addition to the Influenced soldiers, a Lesser Wendigo also prowls the rooms of the west wing, a significant and deadly opponent.

Each group of five Influenced Grunts will be under the sway of an Influenced Sergeant and will form into squads (see the ***Gamemaster's Guide*** on p.XX) seeking to protect the Sergeants from harm where possible, but still following the most direct line of combat. Should any group of Influenced Grunts not have a Sergeant within Close Range, they will devolve into a more bestial hunger and are more likely to turn on each other.

The Lesser Wendigo is a far more cunning beast, and will readily stalk the agents, hiding behind cover to close the distance and spring on them when least expected. Making use of its Jagged Claws and the *Snare* effect, it will eagerly snatch up an agent and flee with them, seeking to feast on its new meal.

Should the agents find the fight through the west wing too easy, or you wish to increase the fear factor, you may spend 3 Threat at any time to introduce a second Lesser Wendigo emerging from an as-yet-unexplored room, with the loose remains of Captain Alexander still hanging from its twisted form. If this option is taken, Captain Alexander's key will be on the Lesser Wendigo, meaning that the agents will have little choice other than to kill it. Though the **Portable Flamethrower** still strapped to Alexander's back offers an interesting, and explosive target should the agents wish to take advantage of it! A successful hit will detonate the flamethrower's fuel tanks, causing 5 worth of damage with the Persistent 4 and Area effects.

If not, Captain Alexander's body can be located within the last room surrounded by a pile of burnt bodies, a spent revolver in hand and the back of his head covering the wall behind him. Lying on the floor besides him is a Portable Flamethrower, with enough fuel in to constitute 1 Ammo. A quick check of the body will allow the agents to locate the key needed, allowing them to head to Cold Storage in the basement (see p.11) and open the door.

SCENE 3: THE CALL

Upon opening the door hidden in Cold Storage, the agents will find a small room filled wall to wall with securely packaged boxes and crates. Inside each of the categorised containers, they can find small statuettes bearing distinctive imagery of hunting beasts, stone murals depicting large groups of people feasting and a great horned creature watching over them. There are also ritual blades, old texts bound in thick leather written in an illegible language, and other smaller votive items.

In the centre of the room, away from the other items and within a glass casing connected directly to a large refrigeration unit, the Keystone Tablet sits amidst a cloud of steam. The cabinet itself offers no resistance and can be easily opened, releasing a burst of heated steam into the room. The tablet is heavy enough to require two hands to carry and counts as a Major item when carried.

In addition to its weight, the Keystone tablet is incredibly hot, dealing 2 Physical stress a turn to anyone attempting to pick it up or carry it as the intense heat burns away at them, unless they wear protective gloves or wrap it in some form of covering. If the agents lack any items to cover the tablet, then they can jury-rig a set of fatigues, heavy clothing or a large backpack to cover it. Any item used in this manner of course can no-longer benefit the agent, but will facilitate the carrying of the tablet.

The heat gives renders the Tablet the truth Untouchable by The Influenced who suffer 5 physical stress with the Piercing 4 effect if it touches their skin. Once an agent picks up the tablet, they are suddenly assailed by a series of mental images (even through any wrapping) and must attempt a **Will** + **Resilience** test of difficulty 2 or take 4 mental stress with the Drain effect.

Regardless of passing or failing the test, the agent will feel their vision shift and begin to change. Read the following passage to describe what they see.

> *Shifting white snow fills your vision, the blizzard streaming out from behind you and though the cracks of the world. An endless torrent of wind and snow pushed on to inflict your hatred, rage and hunger out into the spaces beyond the confines of infinite white that dominate every part of your gaze. With great claws you cut and tear at the immaterial barriers that seek to bind you, screaming as small chips in the white break away and show the place beyond, the great hunting plains beyond, where you can sense warm prey teeming in the millions. You see the briefest glimpses of a stone building, nestled beneath a four-horned statue, a series of chambers and a door, the door that keeps you from fresh prey. Your gaze pushes further, down the mountain to another building, a pitiful place built by weak things. You see your children massing beyond the walls of that place. You see the key that keeps you bound, and you see the weak, pathetic thing that cradles it in its limp grasp. And with a howl of directed fury... you send your children forth to the hunt.*

Once the vision has passed, the affected agent's vision will return to normal, and they gain a new personal truth; Hunted**.**

Hunted

Those with the Hunted truth have been marked by The Presence. "Influenced" creatures of all kinds are instinctively aware of the Hunted's position, as long as they are on the same plane of existence. In addition, any "Influenced" creature that can see the Hunted, will attempt to attack it as a priority .

The Tablet and the Influenced

Should an agent have the **Influenced** truth, they will be unable to touch the Keystone tablet through their own volition, feeling an intense repulsion from it. If another agent forces them to touch it, the Influenced agent should attempt a **Will + Resilience** test of difficulty 2 or suffer 4 physical stress with the Stun and Piercing 1 effects. If they succeed in the test, they may remove the Influenced, Hunger and Insatiable Hunger truths from themselves and reset their Influenced Stress Track. Spellcasters, Psychics and other occult specialists may be able to discern the Tablet's ability by succeeding at a challenging **Reason + Academia** (Occult) test.

Now in possession of the tablet, the agents will be able to return to Doctor Black on the second floor. Though, any Influenced in the building that have not already been killed will now begin to move through the building towards the Hunted agent. If the west wing on the first floor was not cleared, then the Influenced within will build to a frenzy and try to escape. From this point on, at the start of each scene generate 3 Threat that can only be spent to summon reinforcements or changing truths that allow the Influenced easier access to the Hunted.

As the agents make their way back upstairs, they will become aware of the blizzard intensifying, the winds now strong enough to crack the Outpost windows. The sound of howling winds and the shrill cries of Lesser Wendigos begin to leak into the building, mixed with the howls of any surviving Influenced nearby as they sense the Hunted. Once they reach the first floor stairwell, several gunshots will draw the agents' attention finally to the Laboratory, were they find Florence defending herself as two Lesser Wendigo have landed on the exterior windows, their limbs clawing and grasping through fresh breaks in the glass.

Scared, upon seeing the tablet Florence will recommend that the agents leave the area as quickly as possible, urging them to depart not only the outpost, but the mountain. Depending on the agents' actions up until this point, fleeing the base will now become significantly easier, or significantly harder. Once the agents leave the building, the scene concludes.

Act Three: Choices

SCENE 1: HIGH ROAD, LOW ROAD

The scene opens with the agents leaving the Outpost, the blizzard is now at fever pitch, raising the difficulty of **Brawn** + **Resilience** checks to resist it by 1. As they step into the storm, a series of shrill screams will herald the arrival of three Lesser Wendigo descending from the sky.

Action: From the Snow

The Lesser Wendigo are fervently tracking the Hunted agent, aiming to kill them and destroy the tablet. They will spend each action they have attempting to corner and kill that agent. This fight should feel desperate, as the agents desperately attempt to fend off the beasts.

Yukon Amaqjuaq

Nemesis NPC

Truths

- Leader of the Pathfinder Demon Hunters
- Scarred by the Presence
- Sacred Defender

Attributes

AGILITY	9	BRAWN	9
COORDINATION	12	INSIGHT	9
REASON	7	WILL	10

Skills & Focuses

Athletics 2, **Engineering 1**, **Fighting 5** (Exotic), **Observation 3** (Hearing), **Persuasion 1**, **Resilience 2**, **Stealth 5** (Camouflage, Rural Stealth), **Survival 3** (Orienteering), **Tactics 2**

STRESS	12	INJURIES	3
ARMOUR	1	COURAGE	2

Weapons

- **Tlingit Bow:** (Exotic), Long Range, 6🐙 Piercing 1, (Salvo: Vicious), *Reliable, Subtle, Bane*
- **Tlingit Sword:** (Melee Weapons), 6🐙 Piercing 2, *Reliable, Subtle, Bane*

Special Rules

- **Spiritual Beliefs:** When facing Mythos threats, Yukon gains the Vicious effect on all attacks with a Tlingit bow and all melee weapons. In addition, he increases his Armour by +4 against spells and the attacks of Mythos Creatures (not included in profile).
- **Victory Soothes Me:** Whenever a Nazi Sorcerer or Mythos creature is defeated within Medium range of Yukon, he immediately regains 3 Stress.
- **Will and Will alone:** Yukon gains bonus Armor resistance and melee damage from Will rather than Brawn.
- **Follow my Lead:** Yukon is a hunter first and foremost, placing targeting shots on his targets to guide his companions. If Yukon damages a target with his Tlingit bow, all allies may re-roll a single d20 when making attacks against the same foe until the start of Yukon's next turn.

Fortunately, help is on the way and after two rounds of combat, Yukon Amaqjuaq and five Pathfinder Demon Hunters (***Gamemaster's Guide,*** p174) will arrive on the scene. Weapons drawn, they will begin to attack the Wendigo and you can play this out mechanically or handle it narratively.

Yukon and the Pathfinders have been tracking and killing Wendigo in the vicinity for several days, moving slowly back from the dig site as they contain the worst of what was once buried within. Over the last few hours, they've been doubling back to the Outpost to find what was taken and return it as quickly as possible.

As soon as the combat ends, Yukon will approach the agents and demand they follow him to return the tablet to the dig site, informing them that if they don't, then the Prescence locked within the mountain will inevitably be unleashed and the blizzard will spread unchecked across the whole of North America. The dig site is a three-hour hike from the Outpost, through the worst of the blizzard and Yukon is under no illusion that they will be hunted every step of the way.

He is completely unrelenting in his opinion, not wanting to waste time discussing what he believes is inevitable, even stating that should the agents try and leave with the tablet he will shoot them and simply take it back himself. He would rather have a few more able bodies on his side to help in the mission. Doctor Black, however, has no desire to do anything but escape and will bluntly countermand Yukon, insisting that heading any deeper into the blizzard is tantamount to suicide.

Accordingly, the agents will need to make a snap decision, go with Yukon and the Pathfinders, or flee the mountain. Even as they deliberate, they will be able to hear the approaching sound of wendigo on the wind, if a decision is not being made quickly enough, feel free to spend 2 Threat to have another Lesser Wendigo appear from the blizzard.

Decisions

RETURN THE TABLET

If the agents agree to help Yukon, he will thank them and recommend they set off immediately, leading the way towards the dig site. This will draw complaints from Doctor Black, but she will begrudgingly accompany them.

End the scene here.

FLEE THE MOUNTAIN

Should the agents attempt to leave, Yukon will curse them and order his men to open fire. The Pathfinders will attempt to intimidate the agents at first with a round of warning volleys, scaring them into releasing the tablet, but if all else fails, they will not hesitate to kill them on Yukon's order. The Pathfinders are willing to die for the cause if they think they can recapture the tablet and contain the Presence. To escape them, the agents will be forced to kill them. If that occurs, end the scene and begin the following special scene.

Should the agents offer the tablet to Yukon and the Pathfinders before fleeing, they send the men to their deaths. Without the additional firepower the agents possess, they will be unable to surmount the mountain's threats and will never make it to the dig site. Yukon knows this and will try to persuade them by appealing to their sense of duty.

SCENE 2A: TACTICAL WITHDRAWAL

If they choose to flee, the agents will need to backtrack across the mountain via their original path to return to the town of Dunley. Begin an extended task as shown below:

Stress: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ (25)
Resistance: 3
Breakthroughs: (5)
Skill Test: Insight + **Survival** (Orienteering) with a difficulty of 2

This challenging extended test represents the agents fighting their way back through the worst of the blizzard. After every other (beginning with the second **Insight** + **Survival** test) test, the agents must attempt a **Brawn** + **Resilience** test at difficulty 3, gaining a point of Fatigue if they fail. If one or more complication is rolled for the **Insight** + **Survival** test, the agents become turned around in the snow and may either become lost and need to roll an additional Resilience check against the blizzard or generate 2 Threat as the Wendigo close on them.

The Hunted

The agent carrying the Keystone Tablet will gain two successes after rolling any Resilience test against the blizzard as its unearthly heat keeps the worst of it at bay.

If they succeed, the agents will find themselves upon the same path shown to them by Shurat at the beginning of their excursion, they will also find the blizzard having spread over the entirety of Dunley. Even on the outskirts they will be able to hear the shrill cries of Lesser Wendigo roaming the streets and breaking their way into the homes of the inhabitants to feed. Agents will need to either fight or sneak their way through the town to the train station, where they will find the train preparing to leave with a handful of panicking survivors under the protection of Harrell, whose good humour has long since faded.

For a climactic end, consult the table below and spend as much threat as you feel appropriate before the agents board the train and leave Dunley behind them.

Train Station Finale

THREAT SPENT	EFFECT
0-1	The Wendigo are engaged devouring those who couldn't get away from the town. None arrive and the agents flee without complication.
2-8	Attracted by the scent of warm blood and fear, one Lesser Wendigo for every two Threat spent will attack the station and pursue the train should it try to leave. The Wendigo will need to be killed before anyone is safe and the train can leave.
9+	The agents are too late. The train left hours before they arrived, abandoning them here. It is only a matter of time before the Wendigo descend and kill them all. An impossible howl of joyous frenzy spreads out from the mountain as the Presence slowly draws closer to freedom. The agents stand alone in the snow. End the game.

If the agents survive, they escape Dunley by the train and are picked up at the next station by Majestic personnel and taken to an undisclosed location to be debriefed. Top Brass will be happy that Doctor Black and her research notes have been recovered, and should the agents still have the Keystone tablet, both it and the Doctor will be moved to another research facility. Without further intervention, intelligence will report that the blizzard has been rapidly spreading in all directions from the mountain at roughly a mile a day and picking up speed. If the tablet was left behind, or handed to the Pathfinders, then it is moving at triple the speed and one report has noted an impossibly huge shape moving within it, as The Wendigo (***Gamemasters Guide***, pg.262) itself now once more walks the earth.

SCENE 2B: PUSH ON!

As a group, the agents begin pushing back through the blizzard towards the dig site. Driven onwards by the expert advice and direction of the Pathfinders, the journey, whilst not easy, is significantly quicker than the trip up the mountain. It is no less fraught with danger, however. Begin an extended test:

Stress: ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐ (15)
Resistance: 2
Breakthroughs: (3)
Skill Test: Insight + **Survival** (Orienteering) with a difficulty of 2

Yukon will always assist the test leader with this extended test.

After every other (beginning with the second **Insight** + **Survival** test) test, the agents must attempt a **Brawn** + **Resilience** test at difficulty 2, gaining a point of Fatigue if they fail. If one or more complication is rolled for the **Insight** + **Survival** test, the agents become turned around in the snow and may either become lost and need to roll an additional Resilience check against the blizzard or generate 2 Threat as the Wendigo close on them. To keep the tension high, describe how on occasion the Lesser Wendigo close to within visual distance, or can be seen passing through the treetops nearby, you can even spend 2 Threat to have a Lesser Wendigo attack suddenly from above!

When the extended task is completed, the agents and Pathfinders will break through to the dig-site, a large cavern in the base of a steep cliff face, surrounded by snowed under excavation equipment left by the dig-teams. It is dominated visually by an enormous four-horned bestial skull that looms out from the cliff-face, its distended maw releasing an endless stream of billowing wind and snow.

I warned you, time and time again I warned you! What lies in that mountain cannot be destroyed, it can only be contained! We locked that door and you foolishly opened it, despite my warnings. So you're damn well going to close it again, even if I've got to drag you there myself to do it!

- Yukon, Pathfinder Demon Hunter.

SCENE 3: BELLY OF THE BEAST

The dig-site entrance now lies in front of the agents, but they can hear more Wendigo approaching howling above the raging storm. Yukon urges the group forward as quickly as possible, escaping into the dig-site as the first Wendigo become visible nearby.

The site is comprised of four chambers, the antechamber, airway, hunting grounds and birthing chamber, leading from the first to the last. As the agents travel through the area, Wendigo will follow them. After the agents exit the antechamber, or spend more than two rounds inside the site, one Lesser Wendigo will enter from the main entrance or airway at the beginning of each round. Threat may be expended as each Wendigo enters, with an extra one arriving for every two Threat spent. These Wendigo should immediately start to move towards the agents, bringing a constant and unending peril to the scene and forcing the agents to fight on the move.

Antechamber

The antechamber is filled with debris from the untold man-hours dedicated to excavating the room, with pillars covered in murals and illegible runes running along a central pathway. Images of hunting and sacrifice line the walls, depicting the veneration of savagery and the boons of a four-horned being bestows upon those who make offerings to it.

Archaeological equipment fills a large part of the room, packed away as if awaiting collection or for someone to return and use it again. At the far end of the room a wide staircase leads to a large door, which requires a moderate **Brawn + Athletics** test to open.

Airway

The antechamber leads into the airway, an enormous room with low light and a single bridge that stretches over an indeterminately deep tunnel. From below, an intense wind of several hundred miles an hour screams past. Anyone on the bridge is shielded from it, but it is capable of dragging anyone who falls off upward to be dashed against the jagged ceiling above, or swept into the series of smaller bronchial tunnels that line it, killing them instantly.

At the head of the bridge stands a pulpit, stripped of all items of note and at the far end of the bridge, is a winding

Child of the Wendigo

Nemesis NPC

Truths

- Daughter of the Presence, Calculating Defender
- Mindless Hunger
- Bound to the Ruins
- Influenced

Attributes

AGILITY	12	BRAWN	14
COORDINATION	6	INSIGHT	10
REASON	6	WILL	10

Skills & Focuses

Athletics 3 (Running), **Fighting 5** (Hand-to-Hand Combat), **Observation 3** (Smell & Taste), **Resilience 3** (Fortitude), **Stealth 3 (Rural Stealth), Survival 3** (Hunting)

STRESS	19	INJURIES	6
ARMOUR	4	COURAGE	2

Attacks

- **Jagged Claws:** (Hand-to-Hand Combat), 10Ѱ Snare, Piercing 1, Intense
- **Feast:** (Hand-to-Hand Combat), 8Ѱ Intense, Feast (see Special Abilities)
- **Wendigo's Howl:** (Mental Attack) 5Ѱ Piercing 2, Stun

Special Rules

- **Wind Walker:** The Child of the Wendigo can traverse on winds of any significant strength, treating them as solid ground and moving across them just as easily. When moving in this way, The Child of the Wendigo may move up to anywhere within Long range as a minor action.
- **Extraordinary Brawn 2**
- **Brutal 1**
- **Immune to Cold**
- **Pyrophobic:** The Child of the Wendigo suffers 5Ѱ of Physical Stress with the Intense and Piercing 2 truths whenever it comes into contact with fire or flame based weapons.
- **Feast:** Whenever the Child of the Wendigo uses its Feast attack and deals damage, it removes 4Ѱ stress. If it has any injuries when deals damage, it may spend 2 Threat to remove an injury completely.
- **Ice Control:** As a major action, the Child of the Wendigo can form a barrier of Thickened Ice within Close range. The Wendigo must pass a **Will + Resilience** difficulty 1 check, and the wall measures 5×5 feet, with an additional 5×5 square per Threat spent.
- **Fearsome 2**
- **Tough 3**
- **Scale 3**

stairwell that leads below. Lesser Wendigo entering the scene from this location can crawl through the bronchial tunnels and move through the wind with ease.

The Hunting Grounds

Taking the stairwell down leads into a large maze, a twisting set of carved walls blocking any other method of travel. The walls themselves bear numerous images of gaunt, horned beasts watching over those inside the maze, stained with centuries of bloodletting within. Moving through the maze requires an extended task as the agents attempt to navigate it at speed, with the imminent threat of the encroaching Wendigo at their backs driving up the tension.

Stress: ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐ (20)
Resistance: 1
Breakthroughs: (4)
Skill Test: Insight + **Survival** (Orienteering) with a difficulty of 2, or **Reason** + **Academia** with a difficulty of 3. If an agent with the **Hunted** truth leads the check, the first bonus d20 they purchase is free as memories of their vision help guide their way through. Yukon can also assist with this test, if he is still alive.

If they succeed, the agents break into a large central chamber in the maze, where old, rusted cages hang from the ceiling around a statue of a large, human-like figure bearing four horns and a ram's skull in place of a head. The statue looks out into the exit of the maze, hand outstretched, palm open, the hand died blood red, in stark contrast to the grey stone. A long stairwell leading down exits from the northern section of the room.

The Birthing Chamber

The final chamber of the site is dominated by a monolithic door at its far end, stretching roughly 100 feet upwards and bedecked in imagery already seen throughout the area. At its base sits a small plinth, with an opening within large enough to fit the Keystone Tablet. The huge door itself is ajar, with a thick mist of unearthly cold seeping out from it and across the ground into the great crevices that descend into the airways.

Kneeling before the door is the frozen body of a woman in a clerical robes, a long spear in her hand. Which, as the agents begin to approach, will begin to slowly twist and contort in place, the ice across her body loudly cracking with every movement as she rises from the ground. The woman's body will break itself apart as a great writhing mass of bone tears free of her body and fills the robes, rapidly speeding up and culminating in an ear-splitting howl as she forms into a Chid of the Wendigo.

> THE AGENTS HAVE ONLY ONE GOAL, TO PLACE THE TABLET INTO THE PLINTH.

The agents have only one goal, to place the tablet into the plinth. Doing so will send a sudden burst of intense heat out from the area, a blissful, almost pleasant warmth which will cause the Child of the Wendigo to flee or die. Any other creature with the Influenced truth within up to 100 miles of the location though, will be utterly destroyed in a sudden intense blaze. As the heat spreads out, the monolithic door will slowly grind to a close, bright red eldritch markings suddenly flaring into life as the Keystone is replaced.

The door closed and the Influenced destroyed, the wind in the dig-site tunnels dies off and the blizzard slowly dies, ebbing into little more than light snowfall over the course of a few hours. Should Yukon still be alive, he will extend his thanks to the agents and a warning to leave the area quickly, carrying a message back to Majestic top brass that if they value the aid of the Pathfinders, they should abandon the area for good. He will pointedly direct this comment at Doctor Black, should she still be alive.

Finally able to leave the area, the agents can enjoy a leisurely hike back through the mountain pass to Dunley. Where Shurat Harrell will await them at the train station for a debrief.

Debriefing

CONCLUSIONS

Shurat will meet the agents at the Dunley train station, where two trains heading in opposite directions await. The local populace is back on the streets again, clearing out their driveways of the excess melting snow. Still possessed of the same infectious good humour, Shurat will thank the agents for their work, whatever it was and insists that whatever happened up there is classified on a need-to-know basis, and he doesn't need to know.

Should Doctor Black still live, she will be shown to the first train by Shurat, along with all her research notes and a few specimens she has hidden on her person. She will thank the agents and hope that, no offense intended, that they never meet again. Her train departs heading directly to a meeting with Majestic's Top Brass.

Once she has left, or if she didn't survive the ordeal on the mountain, Shurat hands the agents a folder and blank papers and asks that they each submit a full mission report, to be handed to the officer scheduled to meet them at the end of the line. If questioned on the matter, he will repeat the phrase, “Need to know basis”. Afterwards, the agents are shown to a first-class carriage and treated to excellent service, with fine foods and drink laid out for them.

Should any agent have contracted the Influenced or Insatiable Hunger truths and made it back, even if the truths have been removed**,** end the game with the following line.

> *As you eat, savouring the intricate flavours and rich luxury of the service, a single thought creeps into the back of your mind. This tastes awful.*

THE ONGOING CONFLICT

Depending on how the scenario ends, there can be several ramifications for the wider war.

If Doctor Black survived and makes it back to the top brass with her research, a consignment of new front line combat stimulants may start to make its way to Majestic agents across the globe. A strange black substance that floods the body with adrenaline, sharpening the user’s strength, reflexes, and endurance, but leaving them with distinct carnivorous traits following extended use.

Should Yukon and the other Pathfinders survive, they may contact the agents in the future from their vigil on the mountain should anything once again threaten the dig-site. If the agents face otherworldly monsters of their own, the Pathfinders may consider returning the favour if they can and can consider Yukon a Pathfinder Contact from now on.

The effects on the agents could also have long lasting consequences, with the hunger possibly resurfacing later, potentially even having an agent slowly degenerate into a Lesser Wendigo themselves. This could force them back to the mountain or to other stranger, wilder places as they seek a cure.

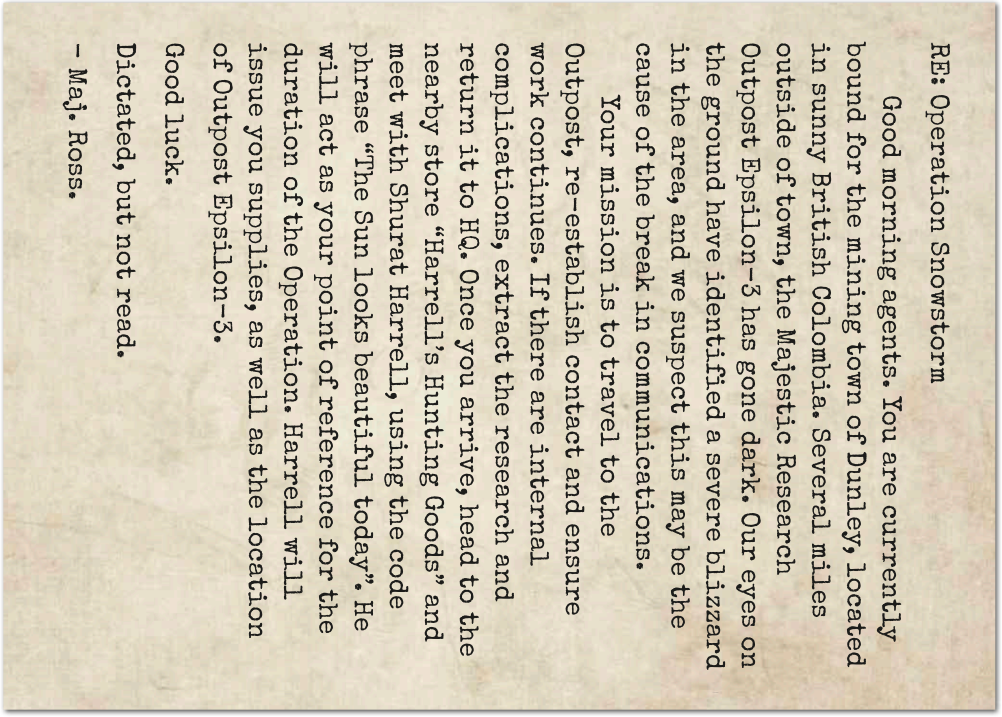
And finally, if the agents failed and the Presence within the mountain was freed, then a rapidly spreading world-spanning blizzard will demand significant attention from all sides in the war. Left unchecked, it could even choke all life across the globe — leaving little more than a frozen wasteland behind.

We failed as guardians this time,
but we cannot afford to fail again.

If any come intending to seize the tablet,
be they friend or foe, they must die.

- Yukon Amaqjuaq

Appendix
Handouts



RE: Operation Snowstorm

Good morning agents. You are currently bound for the mining town of Dunley, located in sunny British Colombia. Several miles outside of town, the Majestic Research Outpost Epsilon-3 has gone dark. Our eyes on the ground have identified a severe blizzard in the area, and we suspect this may be the cause of the break in communications.

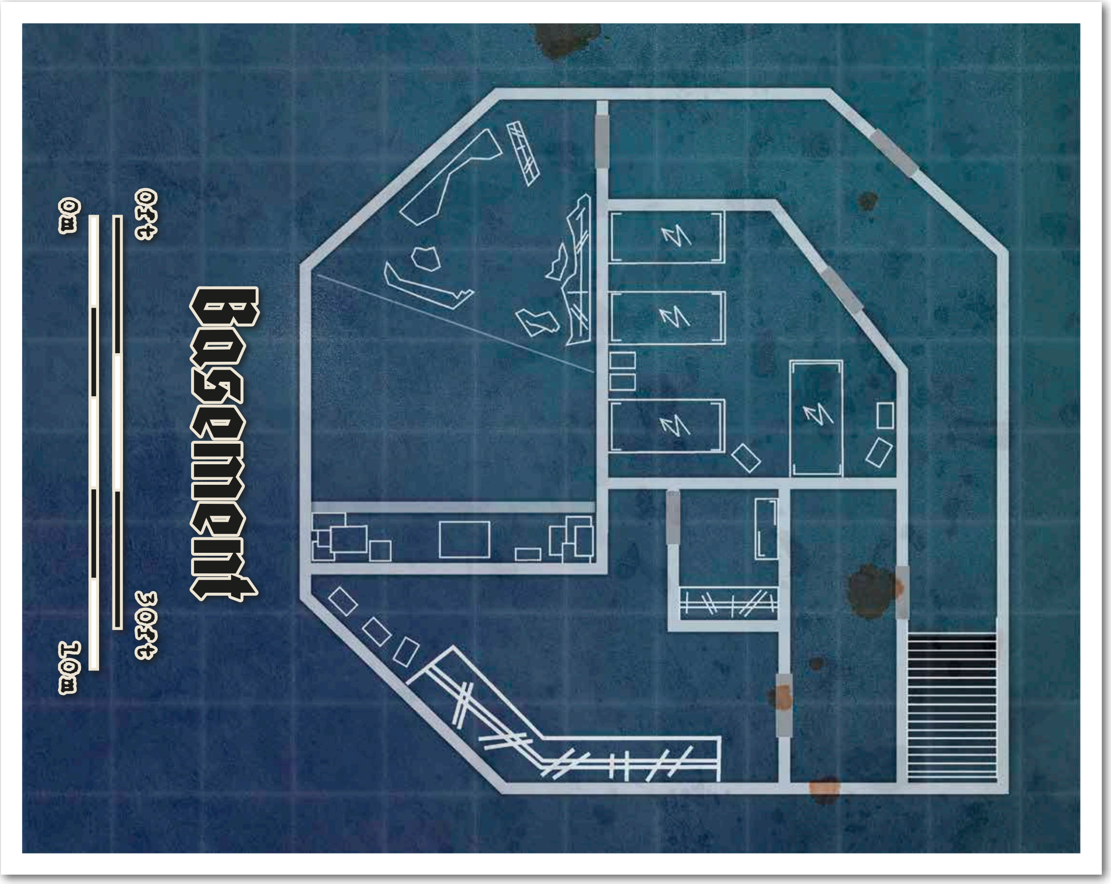
Your mission is to travel to the Outpost, re-establish contact and ensure work continues. If there are internal complications, extract the research and return it to HQ. Once you arrive, head to the nearby store "Harrell's Hunting Goods" and meet with Shurat Harrell, using the code phrase "The Sun looks beautiful today". He will act as your point of reference for the duration of the Operation. Harrell will issue you supplies, as well as the location of Outpost Epsilon-3.

Good luck.

Dictated, but not read.

- Maj. Ross.

HANDOUT: TYPED LETTER



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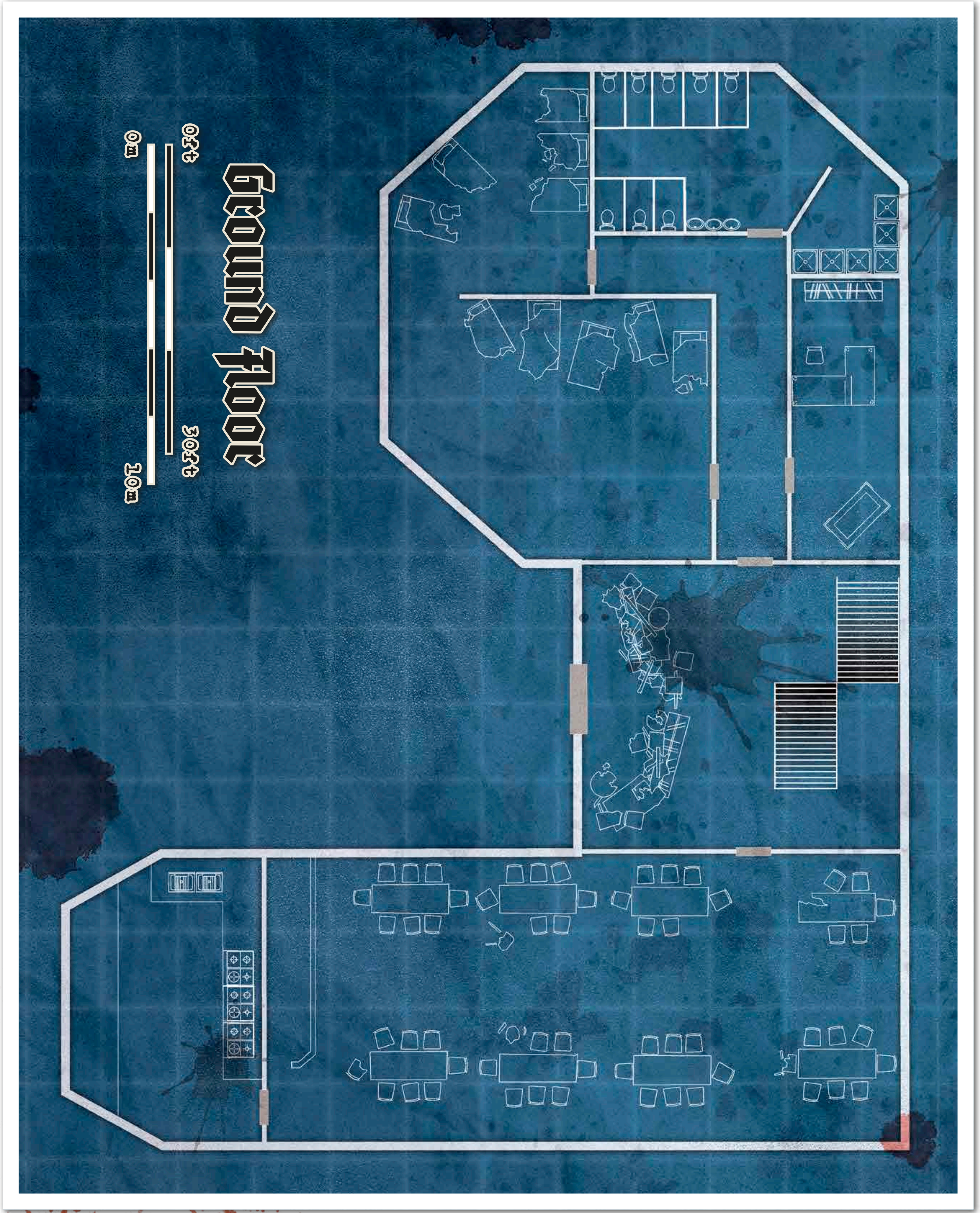
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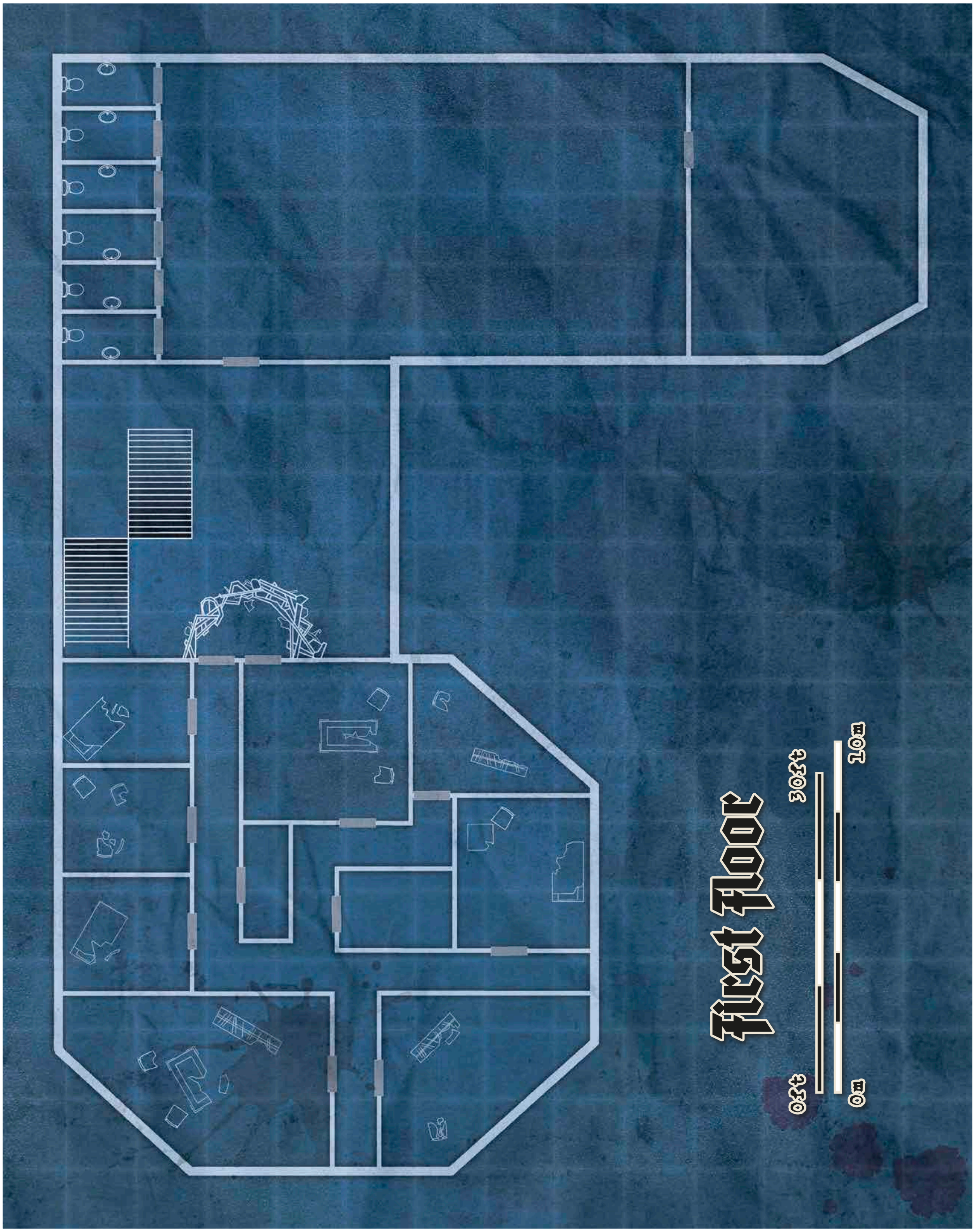
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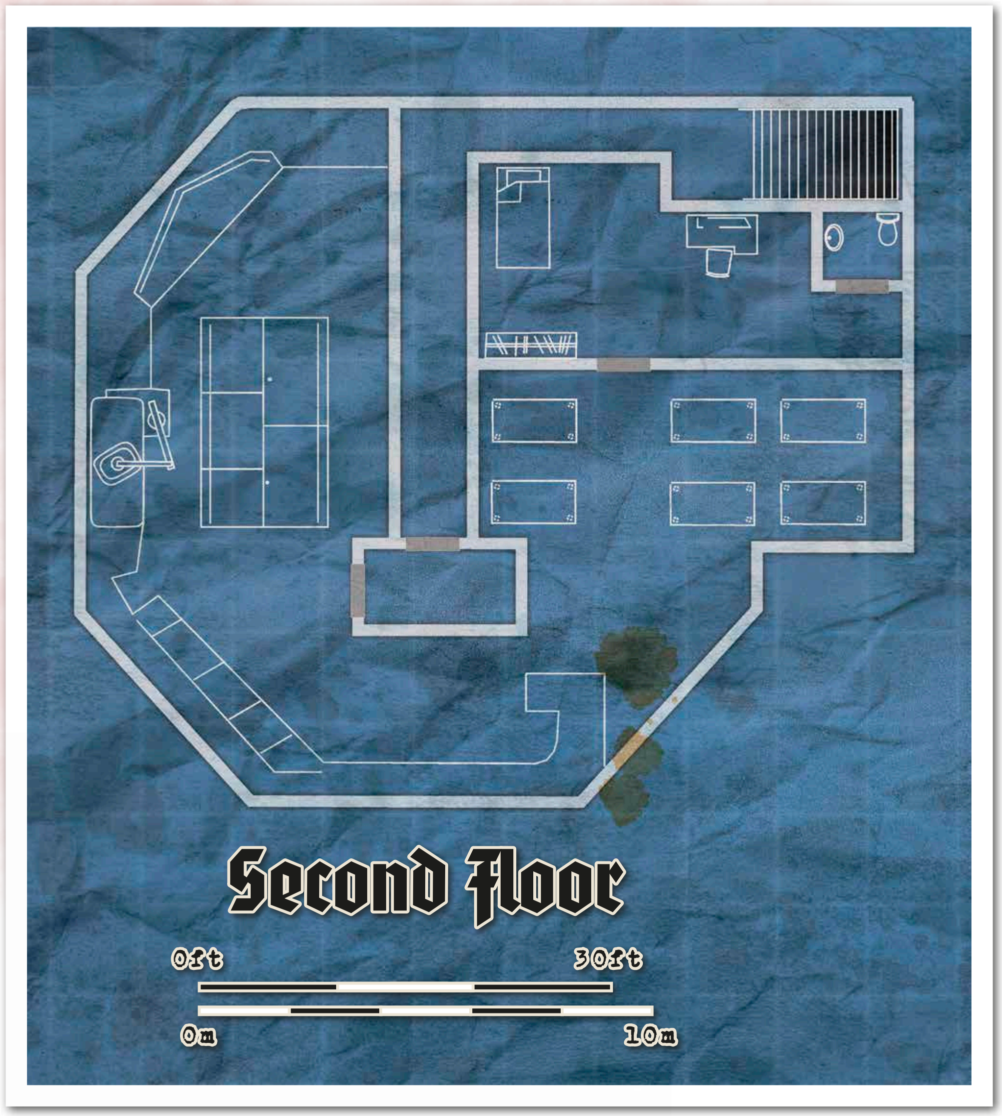
Second Floor
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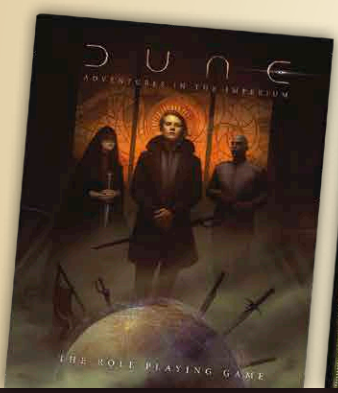
DUNE

ADVENTURES IN THE IMPERIUM


DUNE
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The Role Playing Game

Standard Edition
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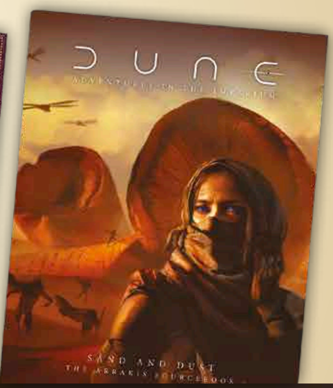
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